

**HARD
GAMING
GUIDES
CORE**
PRESENTS

NEW CARDS

>HERE COMES TEAM ROCKET!



NEW TOYS

>COOL STUFF FROM JAPAN



NEW GAMES

>POKÉMON STADIUM, GOLD & SILVER

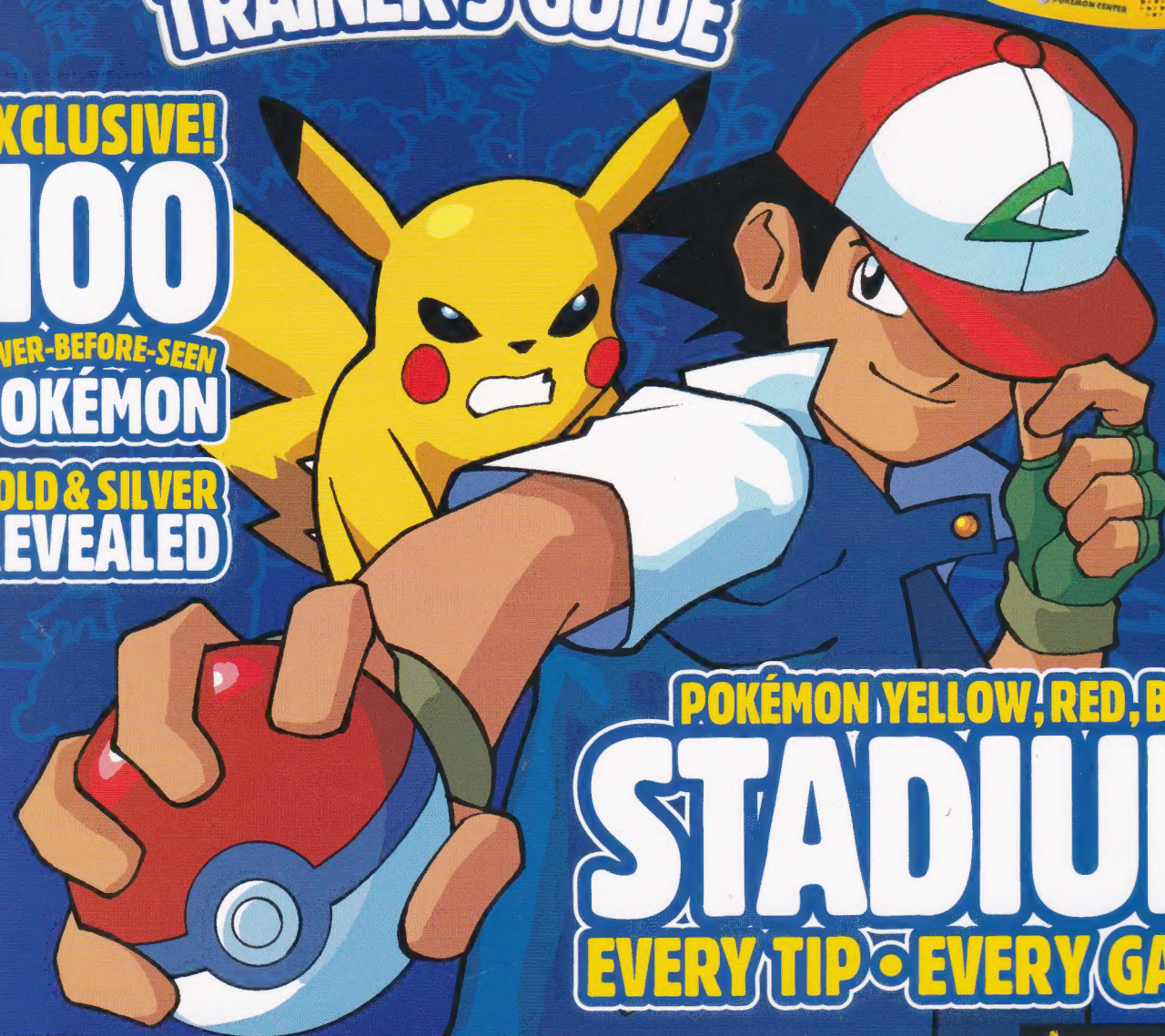


100% UNOFFICIAL
POKÉMON
TRAINER'S GUIDE



**THE ONLY GUIDE
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LET'S GO!

Welcome to the Ultimate Pokémon Trainer's Guide!

This is your doorway to the exciting world of Pokémon! My name's Mac and I'm a Pokémaniac just like you! Pokémania has taken the world by storm in just a few short years. The pocket monsters are everywhere and even more cool Pokémon stuff is on the way!

This Trainer's Guide is the only one you'll ever need. You'll find strategies and tips for ALL the Pokémon games, including *Pokémon Stadium* — the brand new N64 video game — where the battles are fast, furious, and in glorious 3D! I'll also show you some cool card game tactics and tell you how to beat *Pokémon Trading Card* for Game Boy and help you improve your regular card game tactics! Still trying to capture all 150 Pokémon in *Red*, *Blue*, and *Yellow*? I'll tell you how.

But that's not all. I've got the first look at *Pokémon Gold* and *Silver*! It won't be coming to the United States until Christmas, but you'll meet ALL THE NEW POKÉMON in this massive preview!

Everything's here! Grab your Poké Balls and get ready, cause we gotta catch 'em all!

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THE STARS OF THE SHOW
HAVE ARRIVED!

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Poké Picks

Every trainer has a favorite Pokémon and I've got mine. Narrowing it down to just one Pokémon is pretty hard, so I decided to list my Top Ten. You may not agree with my list, but remember, it's just for fun!



10. Oddish

A smiling radish with feet, or is it a turnip? Maybe it's a potato with a great haircut? He may seem like an "odd" choice, but I just love this little veggie. Oddish's evolutions are great, too. Plus, the "hairstyles" get bigger and wilder with each mutation, making this Poké plant a must-have for any trainer, or stylist for that matter. And, after a day of battling other Pokémon, he fries up into a tasty side dish for a cheeseburger.



9. Bulbasaur/Charmander

Both have attitude, impressive attacks, and awesome evolutions. Both are adorable and loyal. Bulby's got an unopened bloom on his back, while Charmander's tail can start a four-alarm fire. When evolved into Charizard, Char's one of the baddest monsters this side of Pallet Town. Bulbasaur's evolution into Venusaur is no slouch either: razor sharp leaves. Fool around with him and he'll slice that green thumb right off.



8. Squirtle

He's the only Pokémon whose ever been in a gang, so he's got street cred — truly a Pokémon with a checkered past. Back in the day Squirtle ran with the Squirtle Squad, he wore sunglasses 'cause he was just so cool. He lost the shades, but the attitude definitely remains. "Squirtle!" If that wasn't enough, Squirtle evolves into Blastoise and big guns pop out of his shell. Now he's packing heat! Or water, as the case may be...



7. Hitmonlee/Hitmonchan

These fighting Pokémon tie for seventh 'cause they kick major butt! Neither one can be found in the wild, but after you meet and defeat the Karate Master and the other trainers in the Saffron City Fighting Gym, you'll get to pick either Hitmonlee or Hitmonchan. Hitmonlee gets his name from Bruce Lee and Hitmonchan is named after Jackie Chan, martial artists who became movie stars. How cool is that?!



6. Gengar

At number six, with a bullet, is Gengar, a cute but scary Pokémon. In fact, the term "monster" couldn't apply any better to another Pokémon. He can use his psychic powers to create all kinds of horrific illusions — I wouldn't want to meet this ghostly fellow in a dark alley! In the TV show, he's more of a practical joker than a menacing fiend, but he's still pretty scary. His grin says it all.



5. Jigglypuff

It's time to get Jiggly wit it! No one can listen to her song without falling asleep, but why? She has such a lovely voice! She also makes a great toy! I can't wait to get my hands on anything that looks like Jigglypuff or that has the crooner's face on it. Unfortunately, they don't make the toy I really want: her microphone marker. She uses it to get even with the people who snooze during her performance.





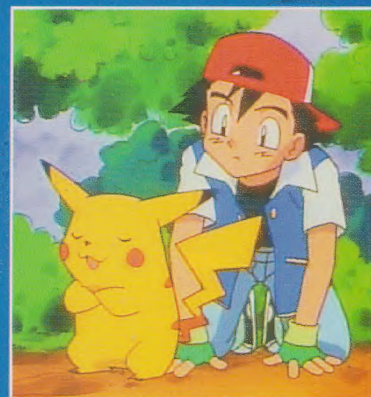
4. Mewtwo

Meet the Darth Vader of Pokémon. Not only does he talk without moving his lips (does he even have lips?), his psychic powers allow him to move objects just like the evil Jedi Master from *Star Wars*! The gene-spliced Pokémon blew me away when *Pokémon The First Movie* hit the theaters. I didn't know much about him before that, but I've been a fan since. Plus, he managed to cause a lot of trouble with his army of cloned super-Pokémon, just like Vader's stormtroopers.



3. Pikachu

The little roden't's face has appeared on everything from magazine covers to underwear. I would have rated him higher, but I'm tired of watching him hog the spotlight. Still, his fifteen minutes of fame ain't over. Ash may think of himself as the hero of the Pokémon cartoon series, but we all know the real hero is yellow and has a Thunder Shock that can blow the roof off buildings. My favorite Pikachu collectible is the ultra-rare Japanese card "Pikachu's birthday."



2. Ditto

What ranks this Pokémon so high is his ability to imitate other Pokémon. Although this power doesn't translate to the Game Boy game — where Ditto isn't all that powerful — this Silly Putty-like Pokémon is still cool. Seeing his little dot eyes on another Pokémon's body makes me laugh, too! Sadly, Ditto hasn't quite mastered the ability to imitate Ash or Brock, which would really help him pick up chicks! After all, who wants to date a blob of goo? Eeewww.



1. Mew

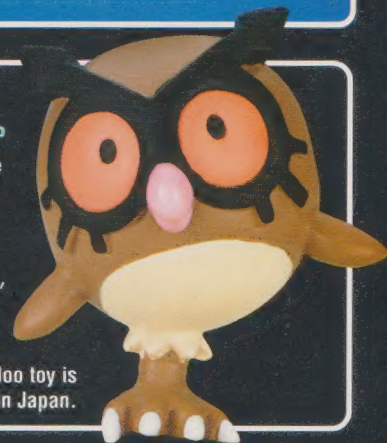
...and, coming in at number one, the 151st Pokémon — the ultra-rare Mew. This Pokémon is as cute as he is mysterious. He practically stole the show in *Pokémon The First Movie* by tussling with Mewtwo. The powerful and evil Mewtwo met his match when he battled Mew. Although they fought to a standoff, Mew showed his heroism by taking on the evil gene-spliced Pokémon. This is one cool cat and if you want to catch 'em, you gotta find him. If you want a Mew Pokémon card, you have to join the Pokémon League. The tour is also the only place you can download the frisky little critter into your Game Boy. Unfortunately, Nintendo keeps a close eye on how many Mews they give out, so I hope you got yours, 'cuz I got mine. Remember, you gotta catch 'em all and Mew is the most elusive of them all.



Best New Pokémon: Hoo-Hoo



This poor little fellow looks like he only has one leg, so you'd think he'd be easy to catch. But Hoo-Hoo only comes out at night, so it'll be a challenge to capture the critter. Good thing *Pokémon Gold* and *Silver* will have an internal clock with gameplay moving from day to night in real time. When it's bedtime, Hoo-Hoo will appear and you'll have your chance to catch 'em. Sure, he's physically challenged, but that night vision allows him to track mouse-like Pokémon for his dinner plans.



This miniature Hoo-Hoo toy is already available in Japan.



BIG IN JAPAN

BIG IN JAPAN

We've Died and Gone to Pokéheaven!





Imagine a store the size of a mall that is filled from floor to ceiling with the latest and greatest Pokémon goodies — it's so popular, to get inside, you have to stand in a line several blocks long for hours on end. This Pokémon Disneyland is called the Poké Center and is located in Tokyo, Japan.

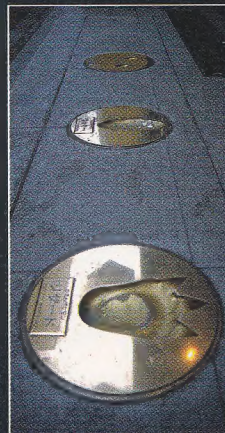
After a three-hour wait, I'm inside the Pokémon wonderland! This incredible place is filled with toys, games, and gear that you've never seen before. It's a truly special place for Pokémaniacs. Not only is it the worldwide headquarter for Pikachu and pals, it's a gathering place for trainers of all ages.

Pokémon Walk of Fame

Here we are at the entrance of the Poké Center, and look! Set in bronze are actual footprints from some of our favorite Pokémon.



Charmeleon — This Fire-type Pokémon is one of my favorites and my shoe hardly fills his footprint!



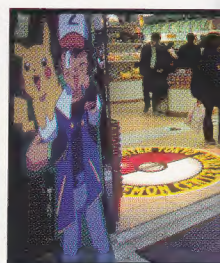
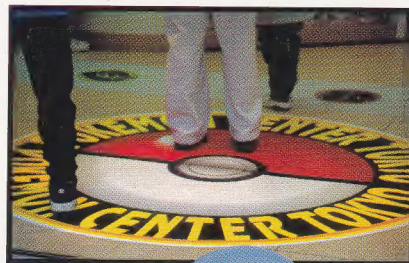
Chansey — Here's Chansey's eggprint with all its vital stats.



Pikachu — You know he would be immortalized in bronze. I wonder how many people Pika electrocuted while they held him in the mold.

Soft-Vinyl Toys

Soft-vinyl Pokémon figures are all the rage in Japan. Plus, they're available in U.S. import stores, too.



#183 Maril

This Water-type pocket monster is the most popular Pokémon from *Gold* and *Silver*.



DUPED AGAIN

Not only are Japanese toys cool looking, their rarity makes them instant collectibles. Be sure to look at them closely, since some stores try to pass off fakes for the real thing. Here we have Jesse and James from Team Rocket. These hot figurines are a must-have for your collection.



This is not the official logo. Products from Taiwan are often made by this company and not licensed.

MONSTER MODELS

This foot-tall Charizard model actually spits sparks from its mouth and walks!



Big lizard on a rampage.

Even if you can't travel all the way to Tokyo, you can still get your hands on the same Japanese toys here in the States. It may cost more money, but your local import store probably carries a large supply of these rare Pokémon toys.



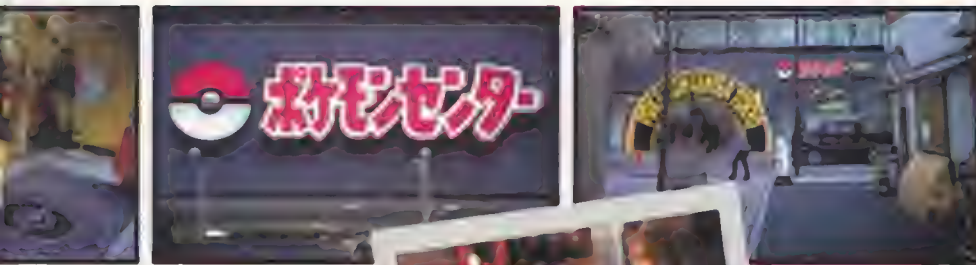
CHECK OUT THESE AWESOME MINIATURES.



OH WOW! AN ELECTRONIC ELEKID.



THEY FEATURE ALL 150 POKÉMON AND TRAINERS LIKE TEAM ROCKET'S JESSE.



#151 Mew

Another favorite, Mew is very collectible and always in demand.

#165 Ridiba

One of the new characters from Yōki and Shōji. This bubble is already popular in Japan.



CAST OF GOLD AND SILVER

The new cast of characters in Pokémon Gold and Silver are sure to go down as a good looking bunch of pocket monsters. Even though the games come out in the U.S. next fall, the games are already available here and so are the toys. Check 'em out!



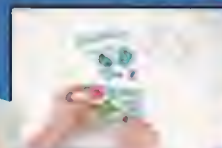
THIS SNORLAX WAKES UP WHEN YOU PLAY THE POKÉ FLUTE.

BUILD YOUR VERY OWN POKÉMON

Early one of the coolest toys I've seen in the Poké Center! Many of our favorite Pokémon are available as these miniature wind-up toys. They're also available in U.S. import stores.



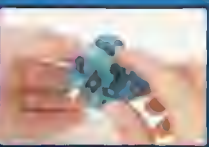
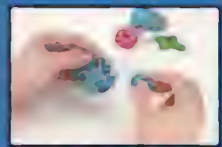
Build your very own Venusaur from scratch with this cool snap-light wind-up toy.



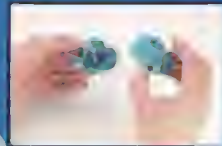
First, remove all the pieces from the plastic frame. Be careful when cutting out the plastic parts. I got my dad to help me.



After you've removed all the pieces from the plastic frame, lay the pieces out and grab the motor. We'll assemble this first.



Grab the bottom part of the Venusaur and place the motor in the slotted groove in the middle. Gently snap it in place.



Now snap together the top and bottom pieces of the Venusaur. Be careful when doing this, the plastic piece can be easily broken.

The last step is to snap the leaf and flower on top of Venusaur.



Your Venusaur is now assembled! Wind up the motor and watch it go. If you really want to impress the friends, place it in on your front lawn, grab a Poké Ball, and pretend your Ash Ketchum!





NEO CARD SET

Can you believe it? Here they are! The Neo Set for the Pokémon card game. You can get them at import stores in the States, if you're lucky. To make sure I got a set, I bought mine from the Poké Center. For a closer look at this extremely collectible set, see page 55.

Gym Packs

These miniature booster packs for the Pokémon card game will be coming to the States in late 2000 or in 2001, but I got a set from the Poké Center. They feature all the Gym Leaders from the Pokémon games and the Gym Leaders' favorite Pokémon.



ISLAND CARDS

Limited-edition cards with a collectible scene and postcard.



SOUND TRACK & LIMITED EDITION CARDS





Cards feature the Gym Leaders with their preferred Pokémon types. For example, Brock's face appears on a Rock type.



This limited-edition TV soundtrack features the elusive, super-rare Mew holofoil card.

POKÉ CENTER GAME BOY

Of course I can't leave the Poké Center or Japan without getting an official Poké Center Gold and Silver Game Boy. This amazing Game Boy features a polished finish that changes from silver to gold as you turn the machine. It also has the three new starting Pokémon for Gold and Silver on the display screen. You can guarantee Nintendo of America will be bringing this gadget to the States when Gold and Silver hits here.



American Import Store List

Write on Time
www.writeontime.com
San Bruno, CA
(650) 624-0842
Specializes in Japanese Pokémon toys

Network Video
(650) 579-3636
Specializes in Japanese toys and video games

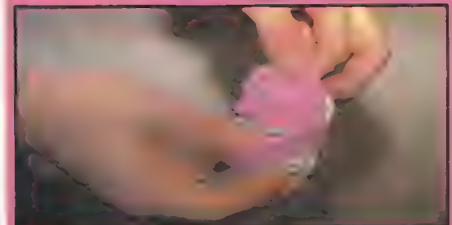
PLUSH POKÉMON BALLS



At first, this appears to be a regular Poké Ball.



Look closer and you will find a zipper.



Unzip it and it's perfect.



The adorable line highlights: How cool is that? Other Pokémon are available, too, including everyone's favorite tough guy, Snorlax. First introduced as a giveaway from Nintendo, these toys are ultra rare.



TRAINER TOOLS & PROFILES

Your Pokémon Adventure Begins Here!

All trainers should be familiar with their friends and foes, not to mention the tools they'll use during their journey. Take a moment and get to know the world of Pokémon as you set out on your quest to become the ultimate Pokémon Master.



POKÉ BALLS

THERE ARE CURRENTLY FIVE TYPES of Poké Balls used to capture Pokémon, and Professor Oak is developing new types of balls all the time. All Poké Balls have the same purpose, to catch Pokémon!



POKÉ BALL

The most basic Pokémon catcher.



GREAT BALL

A bit more expensive, but increases your chances of scoring Pokémon.



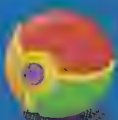
ULTRA BALL

The strongest of the regular Poké Balls.



SAFARI BALL

Can be used only in the Safari zone.



PESTER BALL

Used to force Pokémon out of hiding, not for actually catching them.



MASTER BALL

You only get one per game, but it will catch any Pokémon.

<IMAGE> POKÉDEX.EPS



<INFO> POKÉDEX: THE ULTIMATE POKÉMON

<POKÉDEX STATS>

Equipment Category: Computer
Height: 3"
Weight: 6 ounces

>POKÉDEX

A Pokémon trainer wouldn't be caught dead without the ultimate tool of the trade: a fully functional electronic Pokédex! This tiny handheld computer serves as an electronic index for all the Pokémon you meet and capture during your travels. It displays facts and figures on all 150 plus Pokémon on the built-in LCD display. Simply input the monster's name and BAM! Any Pokémon stat you desire is at your fingertips. In the television show, the Pokédex actually talks.

>ZERO-ONE

This all-purpose automated vehicle was developed by Professor Oak for use in Pokémon research. Equipped with all the modern safety features, the Zero-One can be operated at night or day, and even has power brakes that help it avoid running over Pokémon.

<ZERO-ONE STATS>

Equipment Category: Mobile
Research Vehicle
Height: 5' 4"
Weight: 550 lbs.

<IMAGE> ZERO-ONE.EPS



<INFO> NOT AVAILABLE FOR PURCHASE



>ASH

Ash Ketchum is a boy from Pallet Town. He and his next-door neighbor, Gary, both dreamed of becoming the World's Greatest Pokémon Trainer. As they grew up, they grew apart, torn by their competition to become a Pokémon Master. Now, Gary is Ash's main rival.

Ash has dreamed of becoming a Pokémon Master his whole life. When he turned 10, he got his Trainer's License and started out on his journey.

Fortunately, Ash, who had more enthusiasm than knowledge, met up with Misty and Brock, two Trainers who have become his good friends and companions. With his friends by his side, the support of his mother, and advice from Professor Oak, Ash has come a long way in a very short time. He has an impressive collection of Pokémon.

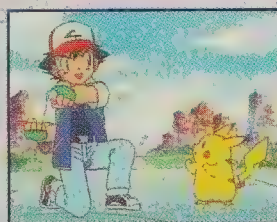
<IMAGE>ASH.EPS



<INFO>HASBRO TOY 6" FIGURE

<ASH STATS>

Age: 10
Hometown: Pallet Town
Preferred Pokémon: Pikachu, Squirtle



Ash loves his Pikachu and is always training the lil' fella. Here Ash teaches him a two-punch combo.

>PIKACHU

Ash got really lucky when he showed up late to get his first Pokémon from Professor Oak.

If he had been on time, he might have gotten the Charmander he wanted and he would never have met the Pikachu that changed his life. As Meowth says "that Pikachu is no ordinary Pikachu."

<IMAGE>PIKA.EPS



<PIKACHU STATS>

Height: 1' 4"
Weight: 13 lbs.
Preferred Attack: Thunder Shock

<IMAGE>BROCK.EPS



<INFO>TOMY MINIATURE*

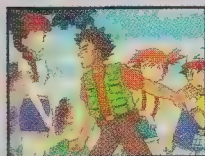
>BROCK

Pewter City Gym's Leader, Brock, is a skilled trainer who prefers rock-type Pokémon. He loves a good battle, and has a powerful collection of heavy hitters. Brock works hard to teach his Pokémon new attacks and often evolves a Pokémon if he needs to.

Although a Trainer now, Brock really wants to become a Breeder. He's developed a special Pokémon food that helps Pokémon grow big and strong.

<BROCK STATS>

Age: 15
Hometown: Pewter City
Preferred Pokémon: Onix, Geodude



Normally, Brock is a serious guy, but he goes crazy whenever he sees a pretty girl. Misty and Ash try to keep him from making a fool of himself, but he's bigger and stronger than either of them, so he keeps getting himself into trouble.

>MISTY

Misty, the Gym Leader of Cerulean City, specializes in water-type Pokémon. She's just trained a difficult Psyduck caught during her and Ash's last adventure.

She travels with Ash because he borrowed and broke her bike. During their travels, the two have become good friends (not that they would admit it), as she tries to keep him out of trouble.

Misty is a kind and caring Trainer, who gets all her Pokémon to fight extra hard. She's well known for her skills and other Trainers often seek her out for training tips. She cares for her favorite Pokémon, Togepi, a newly hatched egg-type Pokémon, like a baby.

<IMAGE>MISTY.EPS



<INFO>HASBRO TOY 6" FIGURE

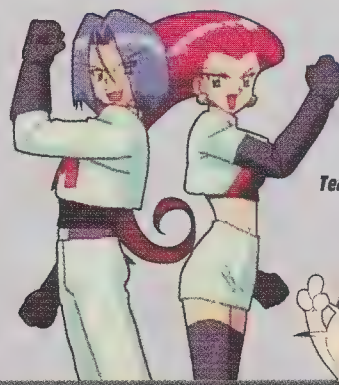
<MISTY STATS>

Age: 14
Hometown: Cerulean City
Preferred Pokémon: Starmie, Goldeen, Togepi, Psyduck



TEAM ROCKET

This sneaky bunch is always looking for an opportunity to pick a fight or capture a Pokémon.



*"Prepare for trouble! — Make it double!
To protect the world from devastation.
To unite all peoples within our nation.
To denounce the evils of truth and love.
To extend our reach to the stars above!"*

Jesse! — James!

*Team Rocket blast off at the speed of light!
Surrender now or prepare to fight!"*

That's right!

>JESSE

Jesse is rotten to the core. She's selfish, cruel, greedy, and incredibly vain. She also loves to cause trouble, although she isn't very good at it. Jesse has a strong personality and tries to talk James into things, but with little success. No matter what, the schemes she tries to pull over on Ash and friends seem to backfire on her.

<IMAGE>JESSE.EPS



<INFO>HASBRO TOY 6" FIGURE

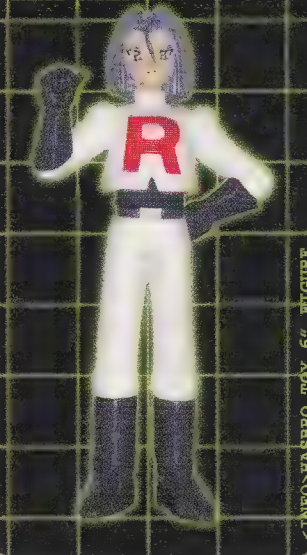
<JESSE STATS>

Age: unknown
Hometown: unknown
Preferred Pokémon:
Ekans, Arbok

>JAMES

James is a rich kid who joined Team Rocket after running away from his parents. Unlike Jesse, James actually has a good heart. When Jesse is at her worst, James often finds himself wishing he was somewhere else.

<IMAGE>JAMES.EPS



<INFO>HASBRO TOY 6" FIGURE

<JAMES STATS>

Age: unknown
Hometown: unknown
Preferred Pokémon:
Koffing, Weezing

>MEOWTH

Because he's the only Pokémon that can talk, Meowth feels more human than other Pokémon, so he feels right at home with Team Rocket. Meowth used to be the Team Rocket leader under the Boss, but repeated failures made him look so bad, he's now just a team mascot with an attitude. A big talker, Meowth isn't very powerful, but this doesn't stop him from beating up on Jesse and James. The little cat's vicious scratch attack usually isn't enough to win matches, so he fights other Pokémon only when he has no other choice.

<IMAGE>MEOWTH.EPS

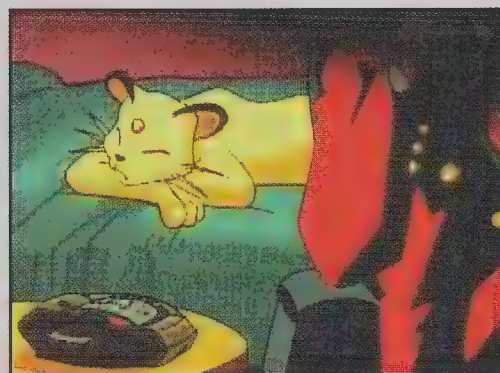


<INFO>TOMY 4" SOFT VINYL*

<MEOWTH STATS>

Height: 1' 4"
Weight: 9 lbs.
Preferred Attack: Scratch
or Growl

>GIOVANNI



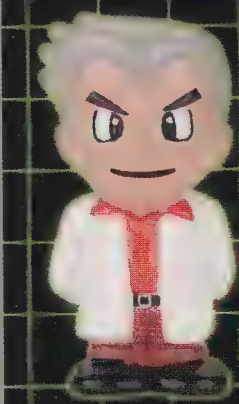
The mysterious leader of Team Rocket, Giovanni, always has an evil plan up his sleeve. He is rich and powerful. His pet Persian replaced Meowth as his favorite Pokémon when the talking cat screwed up one mission too many.



SUPPORTING CAST

>PROFESSOR OAK

<IMAGE>PROF. EPS

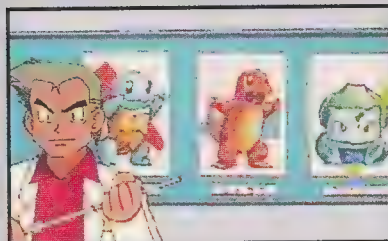


<INFO>TOMY MINIATURE*
*Available only in Japan

Professor Oak helps get new trainers started by giving them their first Poké Balls and Pokémon as their Pokémon Journey begins. Professor Oak is also the inventor of the Pokédex, an electronic guide to Pokémon. He's also the grandfather of Gary Oak, Ash's arch-rival. When a Trainer has more than six Pokémon, any extras are sent back to the place where they got their Poké Balls. Professor Oak often ends up taking care of the Pokémon that Gary and Ash aren't using.

<PROF. OAK STATS>

Occupation: Professor
Age: Unknown
Preferred Pokémon: None



Pallet Town is lucky to be home to Professor Oak, the world's most famous Pokémon expert. From his lab, the Professor develops new Pokémon technology and tools that will aid in his research. Currently, he is studying the breeding habits of Pokémon.

>POLICEWOMAN JENNY

<IMAGE>JENNY.EPS



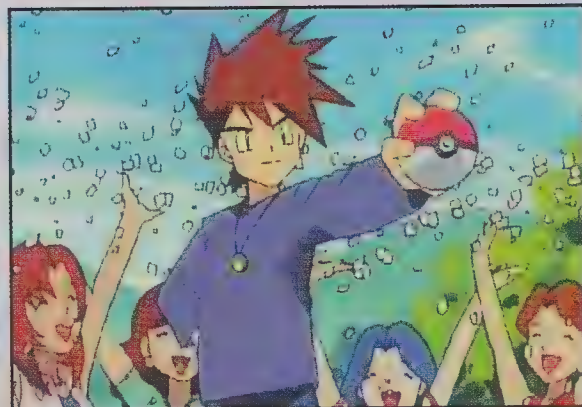
<INFO>TOMY MINIATURE*

Policewoman Jennys are in every city. They're all related and look exactly alike. All of the Jennys take their jobs very seriously and none of them will put up with troublemakers like Team Rocket. Ash and his friends have helped the Jennys fight off Team Rocket many times, but the duo always escapes.

<POLICEWOMAN JENNY STATS>

Occupation: Police Officer
Age: Classified
Preferred Pokémon: Not known

>GARY OAK



Gary is the grandson of Professor Oak, Pallet Town's resident Pokémon Master. Gary is a good trainer who loves attention. His famous name and a lot of money help him gather large crowds wherever he goes. This is very frustrating for Ash. Gary was extremely successful at first because he quickly captured many Pokémon. His defeat in the Pokémon League proved that it takes more than nice cars and cheerleaders to be a Pokémon Master, though. He is Ash's main rival.

>NURSE JOY

Every major city has a Pokémon Center and every Pokémon Center has a Nurse Joy. These cheerful pink-haired girls are all related and look alike. Only Brock seems to be able to tell them apart.

In *Pokémon: The First Movie*, the diabolical Mewtwo kidnapped a Nurse Joy. Mewtwo then used her to lure Pokémon Trainers to his mysterious island lair.

<IMAGE>JOY.EPS



<INFO>TOMY MINIATURE*

<NURSE JOY STATS>

Occupation: Nurse
Age: Classified
Preferred Pokémon: She loves them all!

FIGHT CLUB!

The Battle of the Next Millennium Begins Now!



POKÉMON STADIUM

Turn-Based Fighting

Available March 2000

LET'S GO!



Grab your favorite Pokémon and prepare to fight! Now, all the hard-hitting, action-packed battles from the cartoon are available on the N64. Featuring all 151 Pokémon, *Pokémon Stadium* also includes Nintendo's cool new peripheral, the GB Transfer Pak. This groundbreaking device let's you take the Pokémon you've captured in *Red*, *Blue*, and *Yellow* and then battle or trade them in *Stadium*. It also allows you to play those same games on your N64!

Poké Gadget

Pokémon Stadium is one of the first games to use Nintendo's new Transfer Pak for transferring data between Game Boy and Nintendo 64 — but it won't be the last. The peripheral, which plugs into your controller, will enable you to transfer Pokémon that you've captured and trained in *Red*, *Blue*, and *Yellow* on the Game Boy. You can also use this great new device to play those Game Boy games on the N64. The Transfer Pak will work with other N64 games, too.



Welcome to the World of Pokémon Stadium!

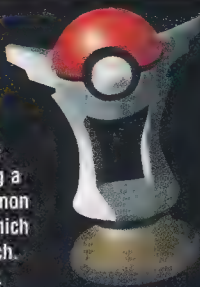
To Be the Best, You Gotta Beat the Best!

Jam packed with awesome features, *Stadium* is a 3D battle royale, with instant battle modes for almost every Pokémon. If that's not enough, there are also sidesplitting mini-games and a Gallery mode that let's you have a Kodak moment with any of your favorite Pokémon. The amazing graphics alone make *Stadium* a must-have for any die-hard Pokémaniac! *Stadium* is the closest thing that anyone will ever get to actually capturing, training, and fighting Pokémon. Now grab your Poké Balls and get ready to fight!

THE CUPS

FEATURING FOUR CUP TOURNAMENTS.

Pokémon Stadium will test your skills as a Trainer. If you score a perfect win during a match, winning without any of your Pokémon fainting, you'll earn a 'continue' bonus, which allows you to fight again if you lose a match. Here are the four challenging tournaments.



PRIME CUP: No Level Limits

Open to all Pokémon, the action in this cup can get downright fierce. Be prepared for the final trainer, Cool, because he'll attack whatever Pokémon you choose with Mew.

POKÉ CUP: LV 50-55

(The combined levels of your three Pokémon must be below 155)

You can choose from 149 Pokémon. The levels of your three Pokémon are totaled to determine which pocket monsters you can compete with. We'll cover this one!

PIKA CUP: LV 15-20

(The combined levels of your three Pokémon must be below 50)

If you want to brush up on your tactical skills, or learn a new move, then the low-level fights of this cup are a good start. You can also use the link cable and import surprise Pokémon that can be exchanged and entered into battle.

PETITE CUP: LV 25-30

(The combined level of your three Pokémon must be below 85)

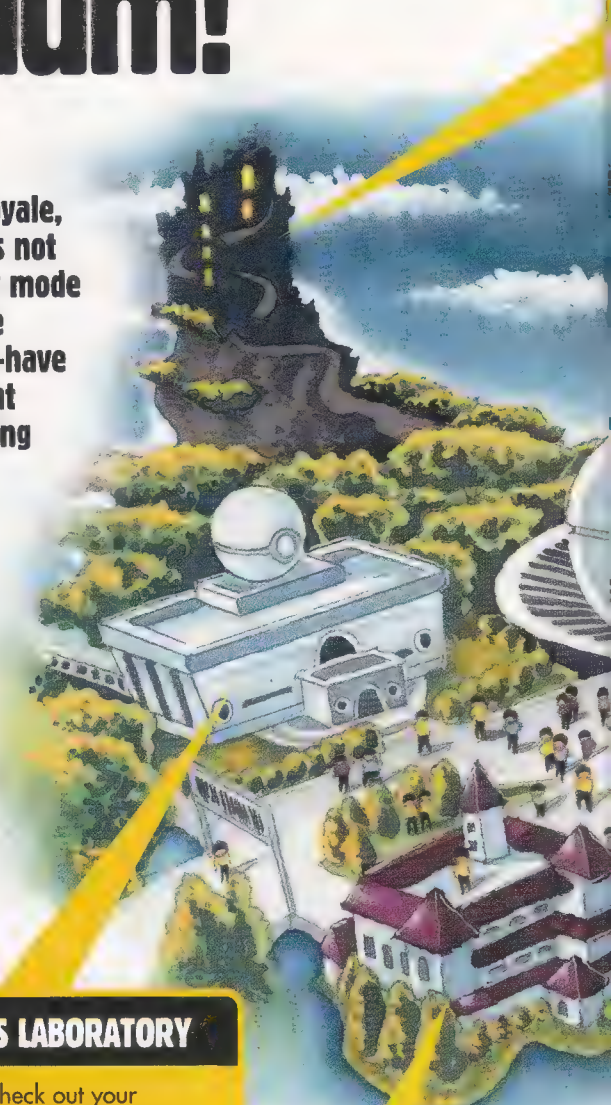
Only pre-evolved Pokémon need apply for this tournament. In addition to level restrictions, Height and Weight limitations are also enforced, so choose accordingly.

PROF. OAK'S LABORATORY

Here you can check out your Pokémon's statistics, trade Pokémon with friends on the transfer machine, and find the location of Pokémon on a 3D topographical map.

WINNER'S MANSION

In the mansion, you can visit the trophy room to view all of the Pokémon that have been victorious in each of the cup tournaments. Trainers' names and those of their friends are listed on each trophy.



GYM LEADERS CASTLE

This is where you battle all of the gym leaders and their cronies! In the finale, you must defeat the four Grand Masters. Only then can you refer to yourself as a Master Pokémon Trainer.

GAME BOY BUILDING

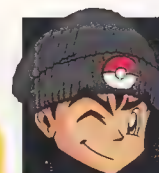
Grab your copy of *Red*, *Blue*, or *Yellow*, pop it into your Transfer Pak, and play it on the N64 with your captured and trained Pokémon.

KID'S CLUB

If you want to play nine hilarious mini-games with up to four players, then this is the place to be! In single-player mode, you can set the difficulty level—but be careful! It's really hard to win at the highest level.

FREE BATTLE

This area is where you can battle your friends for neighborhood bragging rights! Up to four players can participate with each player building a team of six Pokémon without any limitations!



MAC'S POKÉMON RANKINGS

Hey guys! This list is for the 150 Rental Pokémon only. Rankings will change if you raise the default Pokémon or let them learn new abilities naturally. *Mewtwo* is unavailable as a Rental. These lists are good to have when forming your battle strategies.

Best 5 for Hit Points

1. Wigglytuff
2. Diglett
3. Muk or Rhydon
4. Clefable or Slowbro
5. Moltres, Dewgong, Arcanine, Nidoqueen, Poliwhirl, Machop, Lickitung, or Slowpoke



Best 5 for Offense

1. Rhydon, Machop, Flareon, or Kingler
2. Furret
3. Haremsley
4. Korbuto
5. Arcanine, Scyther, or Doshie



Best 5 for Defense

1. Clayster
2. Golem
3. Onix
4. Rhydon or Weezing
5. Kingler, Growlithe, or Tangela



Best 5 for Speed

1. Aerodactyl
2. Persian
3. Scyther, Rapidash, Electabuzz or Kuduana
4. Charizard, Ninetales, Dodrio, Fearow, Tentacool, Rhydon, or Volenti
5. Raichu



Best 5 for Abilities

1. Moltres
2. Kuduana or Tentacool
3. Haremsley or Onix
4. Flareon
5. Abra



Best 5 Overall

1. Moltres
2. Clayster
3. Arcanine
4. Aerodactyl or Rhydon
5. Tentacool



Poké Cup Battle Tips

Let's Get Ready to Rumble!

Here, trainers fight at a 'Master Ball' level. This tournament is unlike the other cup tournaments, so it'll take some practice and skill to win. The trainers come ready to fight hard, so try and watch what your opponents do and learn from their tactics as you raise championship-winning Pokémon.

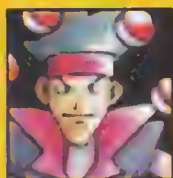


MAC'S QUICK TIP

Listen up, fellow Pokémoners! At first, there are a lot of 'rental Pokémon' to choose from. If you want to win, and who doesn't, then the key is to regularly switch Pokémon in and out of battles. This way you can learn the best combinations of Pokémon to use. So, carefully pick your team and I guarantee that you'll get the hang of it!

The Master Ball Trainers

BATTLE 1: JUGGLER



High-powered Electric Pokémon attacks are good to use here. Watch out for Machop and Rhydon's earthquake attacks—they'll shake you up.



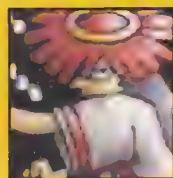
BATTLE 2: BIKER



This fearless trainer stocks his squad with powerful Pokémon that use poison attacks. Your best bet is to use Earth- and Psychic-type Pokémon. This match is your best opportunity to score 'perfect' victories—if you choose wisely.



BATTLE 3: MEDIUM



Attacks in this match are as unpredictable as they come! Watch out for Tentacruel and Ninetales, since they're used the most. Also watch out for Magmar's Confuse Ray, which Medium really likes to use.



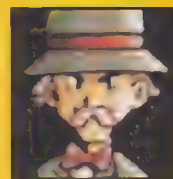
BATTLE 4: ROCKER



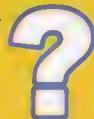
It's best to start off using Ice-type Pokémon, but stay on your toes! Rocker can catch you off guard with his unexpected plays.



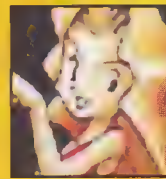
BATTLE 5: OLD MAN



Old Man usually fields a very balanced team of different type Pokémon. You'll need to keep a few Electric-type Pokémon on your team.



BATTLE 6: BEAUTY



There's a very good chance that this young lady will deploy Mr. Mime right off the bat, so be ready with Psychic-type Pokémon. It's a good idea to have some Electric-type Pokémon handy too!



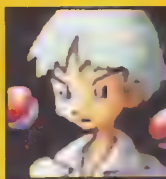
BATTLE 7 (SEMI-FINAL): TAMER



Be sure to watch out for slash attacks from the super-fast Pokémon Persian. Paralyze it using electromagnetic wave attacks. If Tamer uses Flame-type Pokémon, switch to a Water type to counter its attack.



BATTLE 8 (FINAL): PSYCHIC



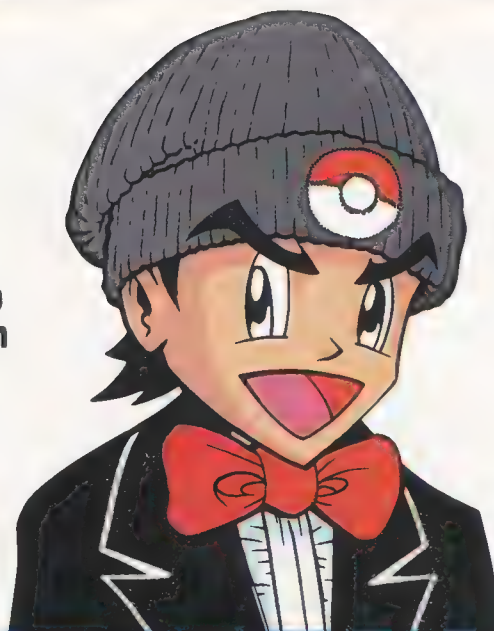
Slowbro is used in the beginning so it's best to start with an Electric-type Pokémon. Muk is also frequently used.



Mac's Picks

A Six-Pack of the Best Fighters

With so many Pokémon to choose from, sometimes it's hard to pick a team. So, to help you guys out, I've picked six Pokémon every winning trainer has to have on their squad.



125 ELECTABUZZ

Recommended Attacks: Seismic Toss, Psychic, Thunder, and Thunder Bolt.

Much quicker than the cute Pikachu, this Electric-type Pokémon can only be found in the Aod games. You can always swap with a friend if you don't already have it.



053 PERSIAN

Recommended Attacks: Cat Thunder, Kobbie Beam, and Mimic.

This only Pokémon faster than the super-quick Porcupine is Aerodactyl. Persian has no significant weaknesses and its attacks can be varied, making him a perfect fit for any team.



064 KADABRA

Recommended Attacks: Psywave, Dig, Seismic Toss, and Thunder.

Even though this isn't its final stage of evolution, it's still an absolutely essential Pokémon to have on your squad. Kadabra's a Psychic-type Pokémon that's very easy to use. Fight with Kadabra as you would with its final evolution, Alakazam.



006 CHARIZARD

Recommended Attacks: Cut, Dig, Take Down, and Double Edge.

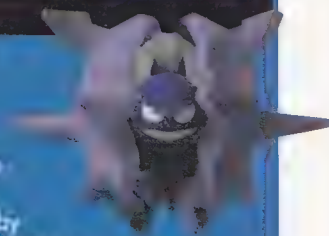
Despite being a Fire-type Pokémon, Charizard is capable of several effective Earth attacks. It's a powerful Pokémon that's effective against Fire and Poison-type Pokémon.



091 CLOYSTER

Recommended Attacks: Shell Blast, Blizzard, Water Gun, and Self Destruct.

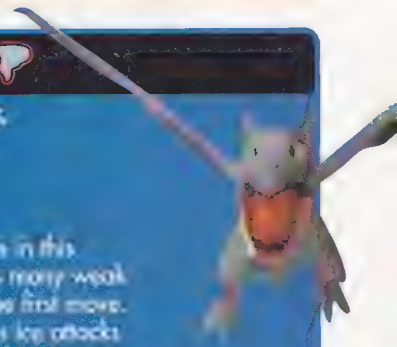
Cloyster is the best defensive Pokémon. It holds up extremely well to attacks from Stone and Fighting-type Pokémon. You should involve Cloyster by teaching it Shoulder Family attacks. By doing so, Cloyster will be able to attack its opponent while wearing them out of the scene first.












142 AERODACTYL

Recommended Attacks: Mimic, Sky Attack, Double Edge, and Fly.

The fastest Pokémon you can have in this tournament. Since Aerodactyl has many weak points, you should always make the first move. Quickly swap it out if anyone uses Ice attacks because it can't tolerate the deep freeze.

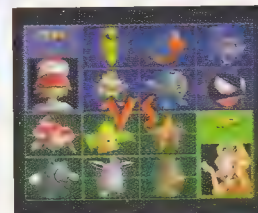
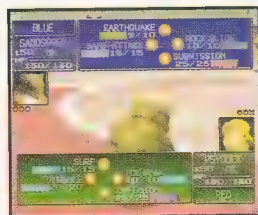


ICONS EXPLAINED...

INSECT	PSYCHIC	FIGHTING	POISON	DRAGON	GHOST	NORMAL	WATER
							
							
STONE	ICE	EARTH	PLANT	WIND	FIRE	ELECTRIC	

Mac's Superstar Training Tips

Hey, Pokémon Trainers! Even if you raise your Pokémon to be really strong, making a few bad calls can be devastating. All the Tournament Trainers are pros. They stock their teams with only the best Pokémon and know how to use them. If you want to become a superstar like me, then listen up while I pass along some awesome training tips.



KNOW YOUR POKÉMON!

It's extremely important to memorize each of the Pokémon types and their Attacks. For example, if your opponent has a Flame-type Pokémon like Charmander, you should automatically switch to a Water type like Bulbasaur. Remember that you can't win battles with your Pokémon if you don't know what attacks to expect from your opponent. Learn your Pokémon well!

CHOOSE YOUR POKÉMON WISELY

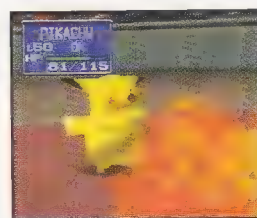
At the tournament, you'll only be able to send three of the six Pokémon you chose into battle. It'd be great if you only had to worry about your own Pokémon, but you need to keep an eye on your opponent's pocket monsters too. Keep track of their types, common weak points, and which Pokémon are the easiest to beat. Once battle starts, check all these factors and use Pokémon that can counter your opponent's choices. Try to find three Pokémon that can basically take on all comers.

BAD TEAM CHOICES

You'll sometimes realize during battle that you haven't chosen the best team possible. When this happens, take some time before your next move to figure out which attack will work best against your opponent's Pokémon. Although you have a weaker Pokémon, some of its attacks are still more effective than others. A few bad choices by your opponent can still result in a victory for you.

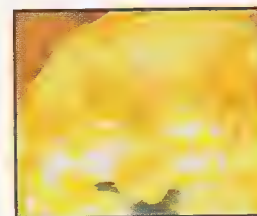
BAD MATCHUPS

If you're getting beaten pretty badly it's best to retreat and swap out your Pokémon. Retreating is an important tactic, particularly in Poké Cup. Remember, it's best to live and fight another day.



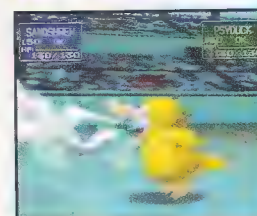
TIMING SELF DESTRUCT

Good timing is critical when you have a Pokémon that can Self Destruct. Wait until you think the other guy can only take one more hit to use this attack. If you time the explosion wrong, the results can be disastrous!



ORDER OF YOUR ATTACKS

If you want to use a Ice Beam attack, don't use the Electromagnetic Wave or Poison attacks beforehand. Pokémon aren't susceptible to this sequence of attacks, so you'll only be wasting valuable energy

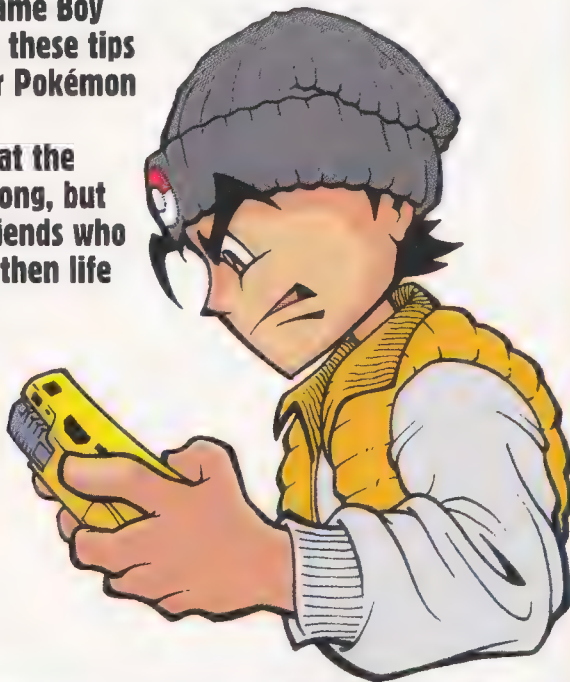


MAC'S QUICK TIP

The object is to have six Pokémon that can take on any crew. You don't want to be in a situation where you're facing an Earth-type Pokémon without a Pokémon that can resist those attacks! Choose Pokémon with attacks you can make good use of, and make sure that when you evolve them, they don't forget their previous abilities.

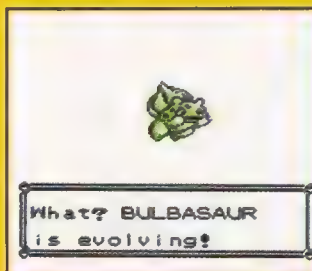
Raising Strong Pokémon on the Game Boy

Have you ever asked yourself how those trainers in *Stadium* get their Pokémon so strong? The answer's quite simple: it's all in their upbringing. While you're playing the Game Boy games, follow these tips and raise your Pokémon the right way. Remember that the road may be long, but if you have friends who can help you, then life will be easier.



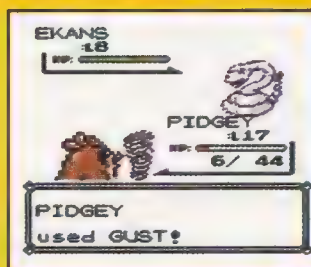
EVOLVE LOTS OF POKÉMON

Each Pokémon has a unique personality, even at the same levels. First off, you must collect as many of them as you can by playing through both *Red* and *Blue*. After you've done that, then you can choose the strongest Pokémon to bring to *Stadium*. If you train them hard, they'll reward you by fighting hard in *Stadium*.

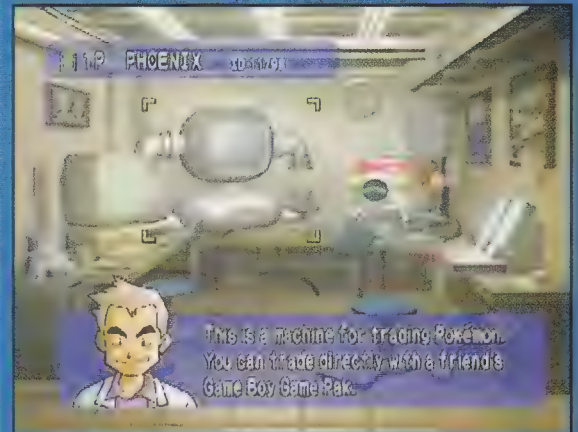


GET AS MUCH BATTLE EXPERIENCE AS YOU CAN

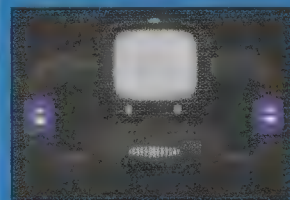
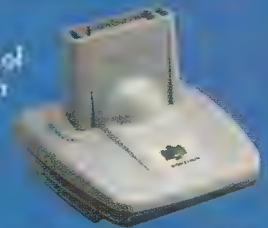
Pokémon will not get stronger unless you place them in battle situations. To prepare your fighters, you should first take on the low-level wild Pokémon. If you want to build up a particular ability, repeatedly fighting the same Pokémon will help.



TRANSFER MACHINE



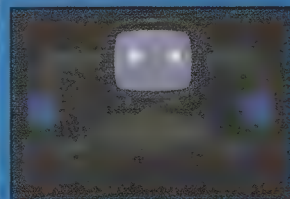
This machine takes advantage of the Transfer Pak that came with your copy of *Pokémon Stadium*. Now you can trade your Pokémon with friends.



Use the newest piece of Nintendo technology, the Transfer Machine, to make all trades.



The final trade selections have been made, a lower-level Monkey for a stronger one.



Watch as your old Pokémon is traded for a new pocket monster.

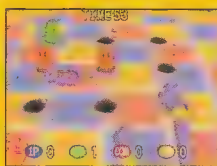


MAC'S QUICK TIP

Remember, a well-rounded Pokémon with a varied arsenal of attacks has a better chance of being victorious in battle. For instance, have your Flying-type Pokémon learn Earth attacks so they can make effective strikes against Electric Pokémon.

Kid's Club Mini-Games

Ekans Hoop Curl



Instead of playing this game at a carnival with wooden rings and Coke bottles, you play with

Ekans and Diglett. Score points by wrapping Ekans around Diglett. The winner is the player that throws the most "ringers". To throw Ekan, aim with the control stick. When you see a Diglett pop up, flick the control stick to launch your Ekan.

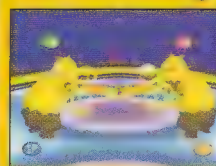
Clefairy Says



In this game, you memorize a sequence of arrows that appear on the chalkboard.

When the Clefairy teacher tells you, enter the arrow directions on the control pad. If you make a mistake, you're hit on the head with a mallet. Make too many mistakes, and your Clefairy will start to cry!

Snore War



To be victorious in this game you have to put the other Drowzees to sleep by pressing the **A** button

when the pendulum reaches the middle of it's swing. The speed at which the pendulum swings will increase as the game progresses, so be prepared!

TOP SECRETS



Hey, Pokémaniacs! I've gone undercover to find three secrets that every Pokémon Master needs to know to get the most out of Pokémon Stadium.

1. Have you heard of Annesia Psyduck? To capture this special version of Psyduck, you have to get all 151 Pokémon into the Hall of Fame Trophy Room. Once you do, you'll get this elusive Psyduck.



2. To capture the special Surfing Pikachu, play through the second round of the Prime Cup using one of your Pikachu's from the Transfer Pak. The transformed Pikachu must be one of the three Pokémon that you have in play, and you must make it through the round using none of your counters.

3. Want to be the first one in your neighborhood to get a set of water bonus stickers? Well, all you have to do is defeat the dreaded Mewtwo in round two of the Prime Cup. After beating Mewtwo, go to the gallery and press the **L** and **R** buttons. They move the cursor to "print." You'll see that you've accessed the "Bonus Stickers," which include two title screen backgrounds.

Run, Rattata, Run



A treadmill obstacle course for rats is the best way to describe this mini-game! Timing your jumps is important to win the game.

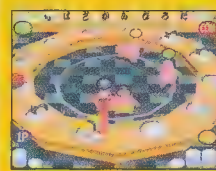
Thundering Dynamo



Give Pikachu and Voltorb a taste of their own medicine in this electrifyingly funny game! Press the **A**

button when the light turns blue and the **B** button when it's green. Rhythm is important for this mini-game and all others! The light will flash faster and faster. Press the button at the wrong time and a high-voltage electric shock will be delivered!

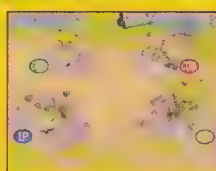
Sushi-Go-Round



Lickitungs battle it out in an all-you-can-eat sushi restaurant. To win, your Lickitung must eat

combinations of sushi using only its large pink tongue.

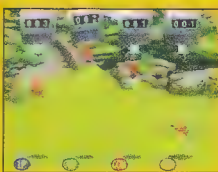
Dig, Dig, Dig



The object of this game is to see which Sandshrew can dig the biggest hole and reach water the

fastest. To make your Sandshrew dig quickly, tap the **L** and **R** buttons back and forth. Pressing both buttons together will cause your Sandshrew to quit digging, so be careful!

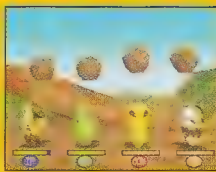
Magikarp Splash



The object of the game is to have your Magikarp splash high and hit a counter to score points. Press the

button to jump, and if you want to jump even quicker, wait until your Magikarp hits the ground before pressing the **A** button again.

Rock Harden



As the immobile Kakuna or Metapod, you must avoid being squashed by boulders in this game!

Press the **A** button to Harden as the flying boulders approach. If you Harden in time, the boulders will explode. If you don't, you'll be flattened like a pancake!

FIGHT NIGHT!



LADIES AND GENTLEMEN! POKÉMANIACS OF ALL AGES! WELCOME TO FIGHT NIGHT! IN THIS CORNER, WEIGHING IN AT 13 POUNDS, FROM THE FORESTS OF PALLET TOWN, PIKACHU!

THIS SHOULD BE AN EXCITING MATCH-UP!

FACING OFF AGAINST MAGNEMITE!

PIKACHU STARTS OFF WITH A FAVORITE, THE THUNDER SHOCK!

MAGNEMITE IS CHARGED UP AND READY FOR BATTLE!

KABAMM!

BUT IT LOOKS LIKE NO HARM WAS DONE TO MAGNEMITE.

MAGNEMITE DECIDES TO STRIKE BACK USING SWIFT.

PIKACHU IS SLIGHTLY DAZED, BUT APPEARS TO BE OK.

WAIT A MINUTE, WHAT'S THIS? PIKACHU HAS DECIDED TO RETREAT!

WOW! THIS INCREDIBLE BATTLE IS ONLY THE TIP OF THE ICEBERG. THIS GAME IS AMAZING! POKÉMON STADIUM BRINGS THE EXCITEMENT OF A REAL POKÉMON TOURNAMENT RIGHT INTO YOUR LIVING ROOM, ALL IN STUNNING 3D. STADIUM CAPTURES THE SIGHTS, SOUNDS, AND EXCITEMENT OF THE TV SHOW. THIS IS THE POKÉMON BATTLER'S DREAM GAME.

OH, THIS IS BRUTAL!

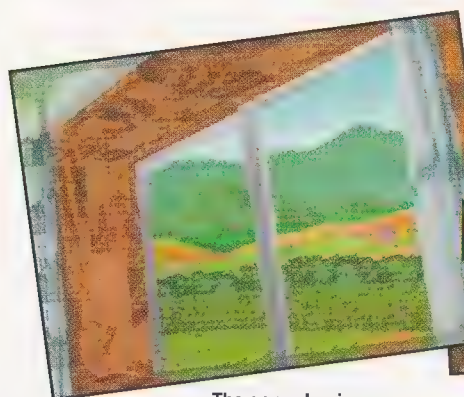
ENTERING THE RING NOW, IT'S PIKACHU'S TAG-TEAM PARTNER, SANDSHREW.

SANDSHREW SENDS AN EARTHQUAKE ATTACK TOWARDS MAGNEMITE! THIS COULD BE THE END OF MAGNEMITE!

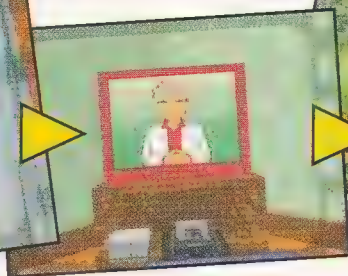
Pikachu, How Are You?

A Pocket Monster of Your Very Own

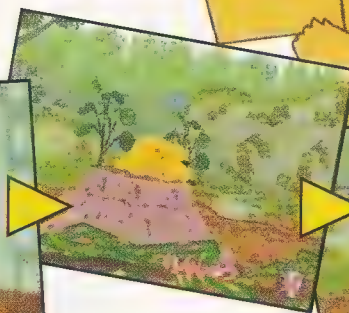
Have you ever wondered what it would be like to talk to Pikachu and see how the little fellow's feeling? You can be just like Ash and play with a Pikachu of your very own. With *Pikachu VRS*, you can now bring everyone's favorite Pokémon into your home.



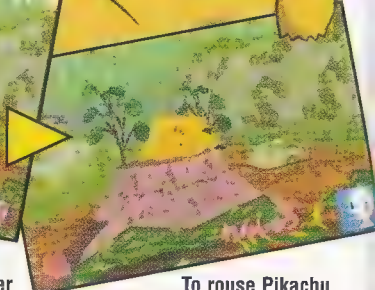
The game begins as you wake up, stretch, and look out your window. Soon you'll make a new friend — Pikachu!



Professor Oak greets you from the television. Your adventure is about to begin!



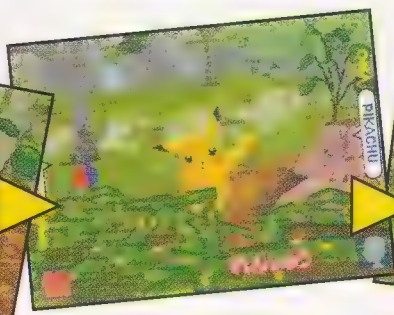
As you make your way into the forest, you discover a wild Pikachu fast asleep on a tree trunk!



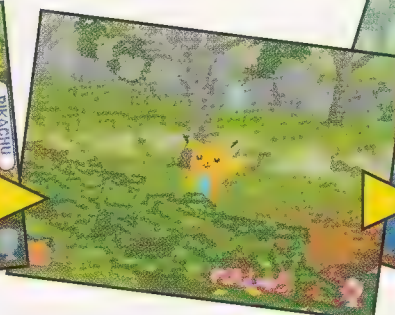
To rouse Pikachu from his slumber, speak into the VRS microphone.



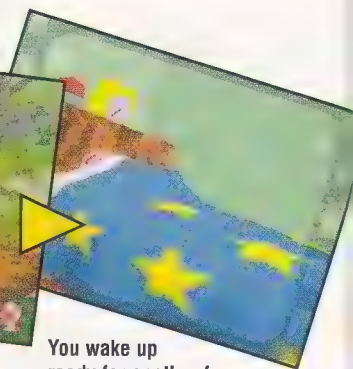
A bit groggy, Pikachu wakes up, startled by your unfamiliar voice.



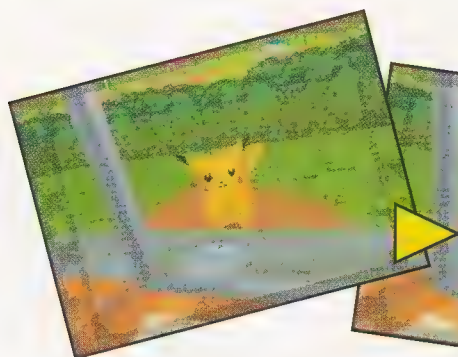
Don't scare him! If you speak nicely to Pikachu, the little fellow will slowly inch closer to you.



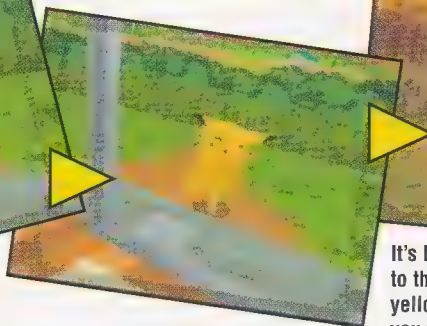
Happy to have a new friend, Pikachu wants to play ball. But it's late and it's time for you to go home.



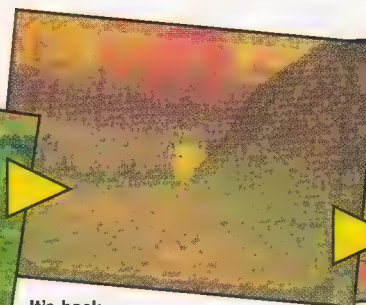
You wake up ready for another fun-filled day of adventure.



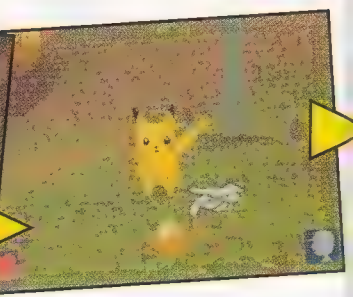
Look who's waiting at the door! It's your new pal Pikachu, ready for you to come out and play.



Pikachu is really excited to see you. The plucky Pokémon starts to dance.



It's back to the forest, where your lil' yellow buddy will introduce you to other Pokémon.



Pikachu has to fix lunch for his two friends, Bulbasaur and Charmander, and you'll have to help! Help him find the ingredients so he can serve his guests lunch!

Pikachu VRS
Interactive Adventure Available Holiday 2000

Speak to Me!

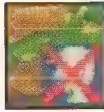
Pikachu VRS introduces a new gadget for the N64. The Voice Recognition System lets you talk to Pikachu! The microphone connects to your N64 through the controller port and relays what you say to the 3D Pikachu living inside the game. To activate the voice recognition system, simply press and hold the **Z** on the control pad. In the lower, right-hand corner you'll see an icon of a person speaking. If the icon's active, then Pikachu's heard you. Now, all you have to do is hope that he's in a good mood!



This icon appears when you can talk to Pikachu. He understands many simple words and phrases, so enjoy a long chat with the critter.



This icon appears as you're actually talking to Pikachu. If Pikachu's in a bad mood, he may not listen to you.



There are certain times when you can't talk to Pikachu. He may be doing something else, or upset with you.



Lunch is served! Pikachu just caught a huge Magikarp.



Help Pikachu locate the food and he'll collect it.



Pikachu serves up lunch once all of the ingredients have been found. Mmm, Squirtle and Magikarp stew!

Pikachu Genki Wha?



When it comes to the U.S., the box and package should look similar to this. Even a microphone holder is included.

Pikachu VRS was originally introduced in Japan as *Pikachu Genki Daicho*. Depending on how it's sold, "*Pikachu Genki Daicho*" can either mean "Pikachu, how are you?" or "Pikachu is doing fine." Over the course of the game, you'll have to befriend and take care of Pikachu. Your interactions with the star Pokémon — what you do, where you go, and even what you say — will affect how Pikachu feels about you. That's right, Pikachu will actually listen to what you say! Nintendo is including a headset with an attached microphone that plugs into your N64 just like a regular controller. The game's voice recognition system will allow Pikachu to listen and react to whatever is said. Depending on what you say, Pikachu will respond with a variety of facial expressions as well as little thought bubbles.

Like any wild animal, Pikachu won't be comfortable with your presence. You'll have to first win his trust before Pikachu becomes your friend. For example, Pikachu will sit under a tree waiting for an apple that he can't reach. If you go over and shake the tree, the apples will fall down and Pikachu will be happy. This is the start of a beautiful friendship. As with most pets, Pikachu will have to be constantly fed and entertained. Fortunately, there will be plenty of items to find and mini-games to play as you wander all around the forest, so it's not just a standard virtual pet game.

The Mini-Games

You'll find several fun and challenging mini-games throughout *Pikachu VRS*. Each one tests your ability to communicate effectively with Pikachu.



Look everyone, it's Squirtle! That curious turtle sure gets around!

A Day at the Beach

In this game, Pikachu must smash a watermelon that's in front of him with a stick. Sound easy? Well, for Pikachu it isn't. With a baseball cap pulled over his eyes, he can't find the watermelon on his own. Guide him towards the melon and let the whacking begin!



With his eyes covered, the poor little thing can't see squat.



He's getting warmer... Tell Pikachu where to go and when to swing the stick.



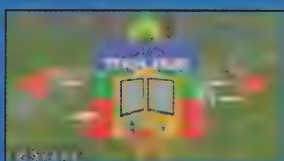
Splat! With your help, Pikachu cracks open the watermelon. Mmm, tasty melon.

The Toolbox

You'll need to carry around a few things as you ramp around with Pikachu. The toolbox is just the thing for that. With it, you can store important items such as a Pokédex and fishing lures.



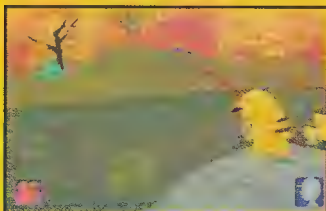
Pikachu hands you the toolbox.



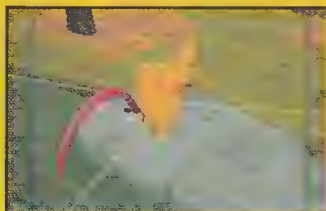
It can be easily accessed at any time during the game.

Hooked on Fishing

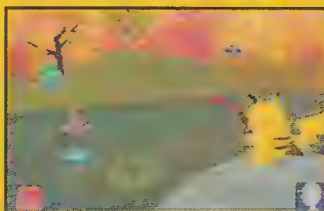
Ahhh, there's nothing more relaxing than a day of fishing, that is, unless you're doing it with Pikachu. This pint-sized powerhouse will need some help reeling in that prize Magikarp.



Down by the pond, Pikachu casts his line into the water.



Oh my! A Magikarp has taken the bait. Tell Pikachu to reel it in.



At first, he struggles with the mighty Magikarp. Hold on, buddy!



Finally, Pikachu reels in the catch of the day. He thanks you for helping.

Pikachu's Babysitting Adventure

A mother Butterfree needs you to help Pikachu babysit her adorable little Caterpie. When they turn red, they have to be fed. The leaves at the top of certain

trees are their only food. Guide Pikachu to the trees and ask him to Thunder Shock the foliage to the ground. Fried leaves, what a tasty meal!



These adorable little Caterpie need a babysitter, and Pikachu is on the job.



You can tell when the Caterpie are hungry because they change color.



When this happens you must guide Pikachu to the nearest food source — the trees!



The Caterpie only eat the leaves at the very top of the tree. To get them to fall to the ground, tell Pikachu to Thunder Shock the tree.



With your help, Pikachu can now feed the Caterpie. Be careful not to shock the baby Caterpie!

Pikachus Have Feeling Too!

Just because Pikachu is a wild animal doesn't mean you can call him anything you want. Calling Pika "stupid" will get the little fellow mad, causing him to run away and hide from you. Pikachu won't respond to your commands and will need some time to cool down. This is just one of the many emotions Pikachu will display.



If you leave Pikachu alone for too long...



He'll show his displeasure by...



Thunder Shocking anything he can find! Also, if you call him an "idiot," look out!

Friends Forever

Pikachu VRS is the next best thing to capturing and training Pokémon. Having Pikachu as a friend is great. You can play with the little fellow any time you want. I can't wait for this game to hit the States.

DEAL ME IN!

Become a Card-Carrying Member of the Pokémon Phenomenon

Charmeleon 80 HP



**Pokémon
Collectibles**

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**PSA-10
Charizard
Special**

Charmander PSA-8
Charmeleon PSA-9
Charizard PSA-10

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3 x \$116.95



EDITION 1

Lizard Pokémon. Length: 2' 0", Weight: 19

Scratch



Ember Discard 1 Energy card attached to Charmander in order to use this attack.

weakness

resistance



Obviously prefers hot places. If it gets caught in steam, it is said to spout from the tip of its tail.

Illus. Mitsuhiro Arita

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1-800-55



Evolves from Charmeleon Put Charizard

STA

Charizard

12



GE 2

EDITION 1

Flame Pokémon. Length: 5' 7", Weight: 250 lbs.

Pokémon Power: Energy Burn As often as you like during your turn (before your attack), you may discard all Energy attached to Charizard into the discard pile. The rest of the turn, this power can't be used if Charizard is Asleep, Confused, or Paralyzed.



Fire Spin Discard 2 Energy cards attached to Charizard in order to use this attack.

weakness



resistance



Spits fire that is hot enough to melt boulders. Unintentionally causes forest fires. LV. 76 #6

Illus. Mitsuhiro Arita

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Pokémon started simply as a Japanese Game Boy game and has taken the world by storm. In just a few years, Pokémania spread like wildfire, spawning comics, toys, TV shows, and a major motion picture, but the card game started it all. Now, the card game comes to the Game Boy as *Pokémon Trading Card*.

Pokémon cards are everywhere: from the mall to the schoolyard, the card craze continues, and Pokémaniacs have learned to negotiate trades with the ruthlessness of a used car salesman.

The game was a success long before the first deck hit the U.S. shelves, and now everyone wants to "collect 'em all!" But they're more than just collectibles; you can play a really cool game with them too. And just like Ash, battle your friends or other wannabe Trainers with a bunch of your own Pokémon. Plus, new expansion packs continue to add variety to the game and excite players who thought they played 'em all.

So grab a starter set or your existing deck, and let's get down to business!



-5555

How to Play

A Beginner's Guide to Pokémon Card

1. Getting Started

Both players start the game with a hand of seven cards and six "Prizes." Your Prizes are the face-down cards drawn from your deck. Every time your opponent's Pokémon is knocked out, you get to take one of your Prizes into your hand. When you take the last Prize you win the match.

2. Beginning Play

Begin your turn by drawing a card. On your turn, you may do the following things:

PLAY POKÉMON: You can have up to six Pokémon in play at a time. One of these is your "Active" Pokémon. The rest are on your "Bench," or in Poké Balls, just like in the Game Boy games. Battle only takes place between Active Pokémon. Pokémon on the Bench are charging up their attacks. Once charged, they're ready to replace a knocked-out Active Pokémon or to switch places with an injured one (again just like the Game Boy games).

EVOLVE POKÉMON: You can Evolve a Pokémon in play if you have its next evolution in your hand. Each turn, you can evolve as many Pokémon as you like. However, you can't Evolve Pokémon on the same turn that you put them into play.

PLAY AN ENERGY CARD: You can place one Energy card on any one of your Pokémon. Pokémon need Energy to use their attacks.

RETREAT: You can move your Active Pokémon to the Bench and activate a Benché Pokémon. However, you will be penalized the Retreat Cost of the Active Pokémon, which is printed on the card in the lower, right-hand corner. When your Pokémon gets hurt, it's good strategy to pull him back out of harm's way.

3. Attack!

At the end of your turn, you attack with your Active Pokémon, using the attack of your choice (as long as you have the needed number of Energy cards). Damage for each attack is listed on the card. A Pokémon with a Weakness will incur double damage if attacked by a Pokémon of that type. If it has Resistance against the attacker's type, then subtract 30 points from the damage.

4. Finishing the Game

Keep track of how much damage each Pokémon has taken. When a Pokémon takes damage equal to his Hit Points he is Knocked Out. When an opponent's Pokémon is Knocked Out you get to take one of your Prizes. When you take your last Prize, you win!

That's all you need to know to get started. There are other rules that cover special cases like Paralysis, Poison, and Confusion, but you can pick that stuff up flip-
ping through the rules while playing your first few games. PCCG isn't as complicated as

lots of other card games you may have tried, but don't let the simple rules fool you. There's a lot to learn. The best players spend a lot of time looking for new ways to get the most out of their decks. You need more than good cards to win a match — you need skill!



THE CARDS: A Closer Look

You have a deck of 60 cards to play with. Your opponent has his own deck, with an equal amount of cards. If you don't have any cards yet, you have two options: buy preconstructed decks or collect cards and use them

to build decks of your own. Many players use preconstructed decks to learn the game and then move on to deck building once they know the basics. There are three types of cards: Pokémon, Trainer, and Energy.

POKÉMON CARDS

This card represents the Pokémon you'll be sending into battle.



ATTACKS

You must have energy cards of this type and in this quantity to use the attacks.

WEAKNESS

Pokémon have Weaknesses to specific types of Pokémon. If a Pokémon of that type successfully attacks him, it does double damage.

HIT POINTS

How much damage your Pokémon can take before it's knocked out.

RETREAT COST

The number of Energy cards you have to take off of your Pokémon to move him from the Active position back to the Bench.

RESISTANCE

Pokémon are resistant to attacks of specific types of Pokémon. When a Pokémon of that type attacks, reduce damage by 30 points.

TRAINER CARDS

These cards have a wide variety of effects and are used to give you the upper hand during gameplay.



ENERGY CARDS

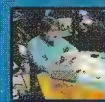
There are six kinds of Energy in the game (Grass, Fire, Water, Lightning, Psychic, and Fighting). Your Pokémon must be powered up with Energy of specific kinds before they can use an attack. Most decks only have one or two kinds of Energy in them.



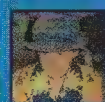
Pokémon Players

Which kind are you?

WHEN YOU'VE PLAYED the Pokémon Collectible Card Game as much as I have, you'll start to notice most players fit into one of five categories.



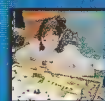
The Collector This guy is on the hunt for rare cards and is more interested in trading than playing. The only reason they play at all is to get a better idea of the usefulness and value of the cards in the game. They really care about the difference between First and Unlimited Edition cards. They buy those little sleeves that protect the cards. They have a great collection, but keeps the best stuff in a special album. When you're playing, be careful how you handle your cards. If they see you mistreat a rare card they might freak out.



The Gamer Pokémon is the new game on the block. This gamer's been playing CCGs (Collectible Card Games) since the first edition of *Magic the Gathering* and has seen it all. The gamer talks a lot about deck building strategies and uses terminology from other games like "Manna" and "Tap." This card player's a tough opponent who's only in it to win. Fear this opponent.



The Hoarder Most people can't afford to buy enough cards to have four of each rare card. This player can. They have so many cards, they can leave most of them at home and still build any deck they want. They can put four Double Colorless Energy cards into a deck and still have an extra Charizard. Fortunately, this gamer isn't as good as they think they are. This player hasn't had to learn how to work with a limited pool of cards. The hoarder's strategies often revolve around the use of powerful cards that they don't know how to use properly.



The Newbie Now is the game, this player likes Pokémon and is curious about the game or likes card games and is curious about Pokémon. This gamer usually has a preconstructed deck with some extra cards that may be a mystery to them. This guy's still learning and easy to beat. If you're an experienced player and you run into a newbie, resist the urge to trouce them. Take the time to help them learn the game and they'll become a formidable and fun opponent.



The Pokémaniac They love Pokémon. They play the video games and know more about Pokémon than you thought there was to know. Card games are only a sideline for them. Their knowledge of Pokétrivia may help, but they'll sometimes be misled when the abilities on the cards don't quite match what they know about the Pokémon they represent. Be warned! If this happens, they may complain that the cards are "wrong."

Game Terms

It's a Whole New Language

ATTACK: This shows what attacks each Pokémon has and what's needed to put them into effect (how much energy the attack takes, etc).








BATTLE POKÉMON: The 'battle Pokémon' is the Pokémon that you've designated to fight in a battle. Your other Pokémon — the ones not in this particular fight — are left on the bench, like in a basketball game.

BATTLE POSITION: This is where you place the Pokémon you've selected to do battle. The rest of your deck is left on the bench.

BENCH: This is where you put Pokémon that are waiting to be placed in the battle position. Up to five Pokémon can be put on the bench.

DAMAGE COUNTER: Each out in the damage counter represents 10 points. As you take damage, the damage counter falls. When it's at zero, your Pokémon faints and is banished.

ENERGY CARD: When you fight, run away, or use any attack, you need energy cards. There are seven types each corresponding with the Pokémon types. You can only use one each turn.

-  Grass
-  Fire
-  Water
-  Electric
-  Fighting
-  Psychic
-  Colorless

EVOLUTION CARD: Each Pokémon can evolve. When they do, they physically change into stronger monsters. This card allows you to evolve Pokémon.

THE PACK: As your turn comes around, you take more cards from the remaining deck or pack.

RESISTANCE POWER/ABILITY: Just as some Pokémon are weak against

certain types, others have resistance against certain types. A Pokémon with lots of resistance will absorb much of the damage of an attack, reducing an attack by 30 points.

RETREAT: If you need to retreat from a battle, you have to have the appropriate number of energy cards for that Pokémon. The retreat cost tells you how many you need.

SIDE CARD: This card keeps track of how many Pokémon have been knocked out of battle (i.e., how many victories you've racked up).

SPECIAL ABILITY: This is not a normal attack. Some Pokémon have special abilities that you can use even if the Pokémon is benched, or when you don't have any energy cards. This ability allows you to use the rest of your deck to support all the other Pokémon.

TRAINER CARD: This is a support card and doesn't inflict damage. However, it can give you various advantages in a battle. You can use all of your trainer cards each turn.

TRASH: This is where used cards go. You can see the contents of your opponent's trash by using the 'check' command. If you have a trainer card, you can reuse cards that have been placed in the trash.

WEAK POINT: Selecting the right Pokémon to put into battle usually determines the outcome of most Pokémon battles. 'Weak point' refers to the fact that some types of Pokémon are stronger or more vulnerable against other types. For example, a Water-type Pokémon is more likely to take a lot of damage when it faces an Electric-type opponent.

YOUR HAND: On the Game Day, this display shows you what cards you hold in your hand. You start with seven cards.

BALANCING CARDS IN THE DECK

Pre-evolved Pokémon, Energy, and Trainer cards form the basis of a deck. Their ratio should be 25/25/10 for a total of 60 cards in your deck. That is, you should hold 25 Pokémon cards, 25 Energy cards, and 10 Trainer cards for a well-balanced deck. If this varies either way by more than five cards, you risk imbalances later in your game.



“Here it is! The rookie Charizard! I can't even begin to tell you what this card will be worth in five years!”

It's best to have a deck that consists of two or three types of Pokémon only — two types plus a colorless is optimal. Fewer types and you'll find you don't have the right Pokémon to pit against a certain enemy. If you have too many different kinds, it's hard to get enough energy cards for your collection.

The golden rule is that pre-evolved, standard Pokémon should form the foundation of your deck.

DIFFERENT DECKS FOR DIFFERENT STYLES

How you build your deck depends on what kind of game you want to play. Some want to go for an all-out attack from the start, others prefer to let their Pokémon evolve, so they can bring more power to the battle later on.

“A signed Neo card — this is unbelievable! A great investment for any card collector!”

Here's a couple of different playing styles that you might face or want to adopt.

DEFENSIVE STYLE

I want to build a team of strong Pokémon! If you do, you'll need lots of basic and evolving Pokémon!

OFFENSIVE STYLE

I want to launch speedy attacks from the beginning! Choose Pokémon with small energy requirements, so you won't have to worry about having too many energy cards in your deck.



COMPENSATING FOR WEAKNESSES

If you have a deck with several types of Pokémon, your main force should be only one or two types. Regardless of which type you choose, you'll inevitably have weaknesses against certain Pokémon. For instance, if your main Pokémon fighters are Electric, your natural enemy is the Fighting type. Psychic and Grass-type Pokémon are strong against the Fighting type, so they should be on your bench to compensate for the Electric type's weaknesses. If your main guys are Grass type, whose natural enemy is the Fire-type Pokémon, your bench should have Water-type Pokémon to counter the Fire-type enemy.



COLORLESS ATTACKS

If you're using two or more colors of energy in your deck, it's a good idea to include some colorless Pokémon. With colorless attacks, you can use whatever energy cards you end up with. However, when you need a specific kind of energy, you can get stalled if you draw the wrong kind.

ENERGY COST

Look at how much energy it takes to use your Pokémon's attacks. You should try to have a good range of costs. Make sure that at least half of your Pokémon have attacks that can be used with only one or two energy cards. If you have too many energy-hungry Pokémon in your deck, you'll get stuck waiting around for the energy cards you need to attack.

WATCH YOUR BOTTOM LINE

If you built a good deck, you'll have a tasty assortment of Weaknesses and Resistances to play. However, watch which Pokémon you put into play and maintain a balance of Weaknesses and Resistances on the battlefield. Keeping aware will give you the flexibility to get a strong Pokémon into action against anything your opponent plays.

TIME YOUR EVOLUTIONS

You'll always be in a rush to get the right Evolution card in your hand. Once you do, you're going to want to play it right away – but don't. The card will be a lifesaver in battles that go down to the wire. Plus, Evolution cures conditions like Confusion, Paralysis, Poison, and Sleep. But remember that an evolved Pokémon is a target. Keep your Pokémon on the bench and play energy cards on it. It'll need the extra energy as it evolves. When everything is ready, play the Evolution card and put the evolved Pokémon to work!

DON'T GET TRAPPED

Don't put Pokémon with a high retreat cost into play on your bench unless you have a Switch card. An opponent with a Gust of Wind could force your Pokémon out of hiding and into active play, which can be bad news if your Pokémon isn't ready to fight.

A good example of this is Zapdos, which has a Retreat Cost of 3 and whose attacks cost 4 Energy. If you don't have a Switch card you can use to pull him back, he can be Gusted and taken down before you can build up enough energy to power his attacks.

Pokémon Cards

POKÉMON ARE DISTINGUISHED and categorized by their attacks.

Colorless Pokémon: You can assign any color energy cards to these Pokémon. They are generally used in supporting roles to assist other, more central fighters. They're good for scouting — that is, they can be used first in a battle to discover which Pokémon your opponent is fielding.

Electric Pokémon: Most of the Electric Pokémon are able to attack their opponent's benched Pokémon, making them very dangerous indeed! A few of them can take out an extremely powerful enemy with their 'suicidal explosion' attack, killing themselves in the process.

Grass Pokémon: Able to poison or paralyze opponents. Most Grass Pokémon evolve in two steps and they're good to use in long-lasting battles.

Fighting Pokémon: These Pokémon don't need a lot of energy to execute powerful attacks. Unfortunately, they're very vulnerable against Grass and ESP Pokémon. Even so, Fighting Pokémon can make short work of most enemies — often in one hit.

Fire Pokémon: The strongest of the seven Pokémon types, although they don't have any special attacks. However, the power of their fire attacks, while depleting a lot of their own energy, can be overwhelming to the enemy.

Energy card: Your attack Pokémon's energy source. You can only use one energy card each turn, so it's important to balance your hand so that you have a mix of Pokémon with low- and high-energy requirements.

Trainer card: If you're on the losing end of a battle, you can play the trainer card and cause a reversal. It can limit the opponent's attacks, assist your own Pokémon, and so on.

Water Pokémon: If you keep adding water energy to these Pokémon, their water attacks powers become massive. They're the natural enemy of the Fire Pokémon and can cause them some serious damage.

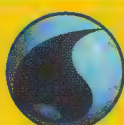
Psychic Pokémon: These critters have lots of different special attacks and good destructive power. Overall, they can be the strongest of all the Pokémon. They are weak, however, against the colorless Pokémon.



Grass



Fire



Water



Lightning



Psychic



Fighting

DECK BUILDING

Don't Live in a House of Cards

Playing with the pre-built decks can be a lot of fun, but if you want to win, you have to learn how to build decks that work like finely tuned machines. The secret to playing a winning game of Pokémon card on your Game Boy, or any Pokémon card game, is to build a strong, balanced deck. There are probably as many ways to do this as there are players of the game, but my pointers will help you get started.



DECK COMPOSITION

Play a balanced deck. Period. Each deck has 60 cards. Of those 60, you have Pokémon, Energy, and Trainer cards. To be balanced, there must be some of each kind.

Energy cards: These are needed when your Pokémon launch attacks. You'll need about 25 of them.

Pokémon cards: Without Pokémon, there's no game! Again, 25 of them are recommended, which includes basic and evolved Pokémon.

- **Basic Pokémon:** These form the backbone of your deck. You should have about 15 or 20 of these cards.

- **Evolved Pokémon:** How many you have will vary, of course, but aim for around ten. It's also important to have some kind of balance between Pokémon that have evolved once and those that have evolved twice. A ratio of 3:2 is good.

Trainer cards: About ten of these are recommended, but you can have more if you wish.

PICKING YOUR POKÉMON

COLORLESS POKÉMON: These pocket monsters can use energy cards of any kind, so make sure you always have a few of these in your deck.

STRENGTH: Don't choose only the strong Pokémon for your deck. Strong Pokémon need lots of energy to pull off their attacks. You may be left without being able to fight back if you don't have some of the weaker guys in your team.

EVOLUTION: Include a few evolution cards in your pack. That way, weaker monsters can become stronger towards the end of the game when you choose to evolve them.

HIT POINTS: You can rest some of your weaker Pokémon by putting Pokémon with higher HP into battle. Put a few of the big guys in your line-up and feed energy

to your benched Pokémon while the tough guys take the hits.

ATTACK STRENGTH: Similarly, feed energy off to your benched big hitters when you're fighting with a Pokémon with a high HP rating. They need a lot of energy for their super-strength attacks.



Choose wisely. Having cards of many different types will be the key to victory.



ENERGY

One of the first decisions you have to make when you're building a deck of your own is which kinds of Energy you'll use.

The colors you use will be decided by which Pokémon you want.

The simplest decks use one color. Single-color decks are very reliable since

you can never draw the wrong Energy for the Pokémon you have in play. Unfortunately, you're stuck with Pokémon of that color, which will give you a limited range of Abilities, Weaknesses, and Resistances.

Most decks use two colors. It's possible

to use three or more colors, but it is usually more trouble than it's worth. If your multicolor strategy doesn't pay off, you can end up with a bunch of cards you can't use. For the most part, new players should use one-color decks and experienced players should use two.

Which Energy cards you decide to carry in your deck will also depend on the type of Pokémon you want to play with.



BATTLE ENERGY CARDS:

Fighting Pokémon need lots of energy for attacks, so you need a plentiful supply of this card in your deck.



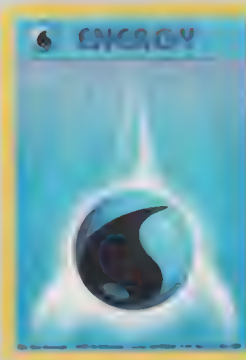
FIRE ENERGY CARDS:

Lots of Fire Pokémon use colorless energy cards. When you make a deck with more than two colors, you should include plenty of fire cards.



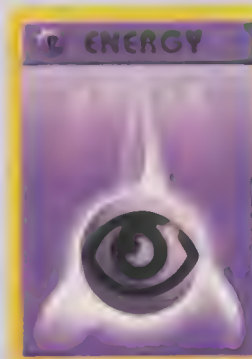
GRASS ENERGY CARDS:

Some Pokémon need lots of grass energy to attack, some need two grass energy cards, but many use only a small amount of energy or can use cards of any type. How many of these cards you have depends on the Pokémon in your deck.



WATER ENERGY CARDS:

You should keep plenty of water energy cards in your deck because Water Pokémon tend to need a lot of energy to attack.



PSYCHIC ENERGY CARDS:

Lots of Psychic Pokémon need only one energy card to make some kind of attack, so it's not as important to have many of these.



ELECTRIC ENERGY CARDS:

For a really powerful lightning attack, you need a good deal of energy. You should keep plenty of these cards in your deck if you're using lots of Electric Pokémon.



Pokémon Trading Card

Nintendo brings the excitement of Wizards of the Coast's Pokémon Collectible Card Game to the Game Boy

Pokémon Trading Card is an adventure where you're a boy who dreams of collecting all 228 Pokémon cards. However, since you've been obsessed with collecting the cards, you haven't developed your fighting skills. Then, one day, you hear there are legendary cards to be found among the 228 cards. In order to get them, you need to fight the Grand Masters. Determined to collect

'em all, you resolve to become a card master and battle the Grand Masters for the legendary cards. During your adventure, you'll face your rival from time to time. He's looking for the legendary Pokémon cards, too. The race is on and you must sharpen your fighting skills and defeat the Grand Masters to complete your collection!

THE GOOD DOCTOR

You start the game with really big dreams. You're only a beginner, though, so you'll need to get some good advice from the doctor. Even if you're not a total novice, Dr. Mason can provide helpful hints for battle. Head over to his house to choose your first basic deck. Which clubs you go to first depend on which of the three available starter decks you select. Then, you'll receive a precious 'expansion pack' after your first victory during training at the doctor's place. It only has energy cards in it.

From time to time, the doctor helps you out, giving you advice or sending you a message with some pointers. His lab also has a recording machine where you can save up to 60 decks. Once you've beaten a Master and secured a medal, you can insert cards into the auto-deck machine at random and it will remake them into a cool 'Club Master' deck for you.

Each of the Club Master's clubs is named after the dominant Pokémon type in their decks. For instance, the Fire Club's master, Ken, uses a deck that mostly has Fire-type Pokémon in it, so you'll know which cards to use against them. Also, once you've challenged a Club Master, the doctor will send you an email giving you useful strategy tips to use in the upcoming battle.

Once you've accumulated medals from each of the eight Club Masters, you'll be granted access to the inner sanctum of the Pokémon Dome. The four Grand Masters await you here. Beat them and you'll be given the Densetsu, or Legendary card.

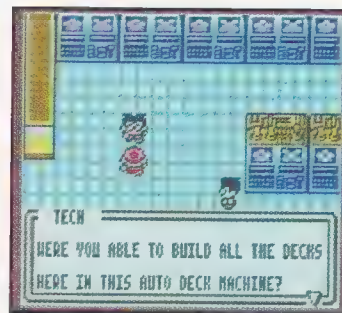
MAP SECRETS



Word travels fast once you get your hands on the coveted Legendary Pokémon Card.

You can move between the 12 locations on the map at will. However, in the beginning, although you'll be able to enter the Pokémon Dome or Challenge Hall, nothing will happen. First, you need to tour the Clubs and try your luck in battle.

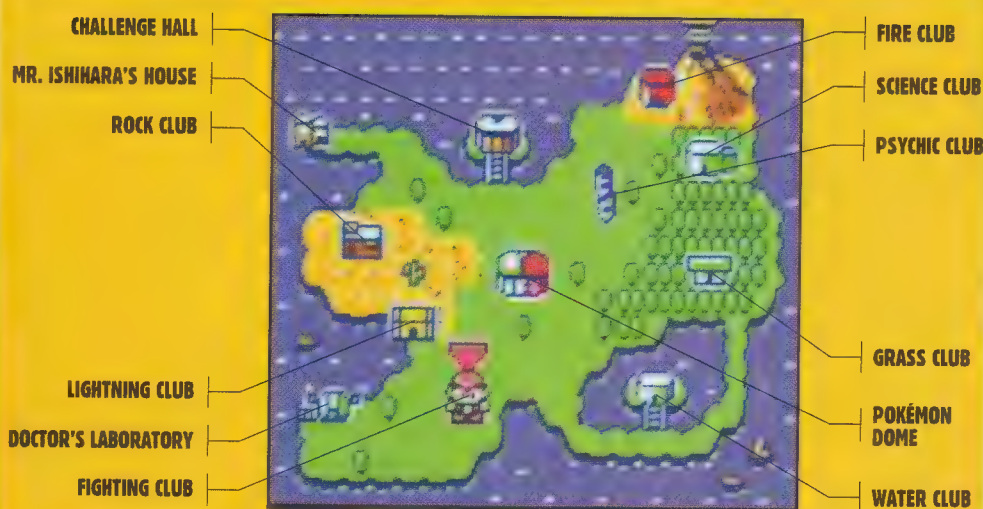
At the doctor's research facility, you'll find the Deck Registration Machine, where you can record the makeup of your decks. Each time you make a new deck, you should save it to this machine. You can fight the two trainers at the lab. If you beat one or the other, they'll give you the special Pokémon Coliseum energy card.



Get your cool "Club Master" deck with this ingenious machine.

Trading Card World Map

Get to know where and who you'll be battling in Pokémon Trading Card's world.





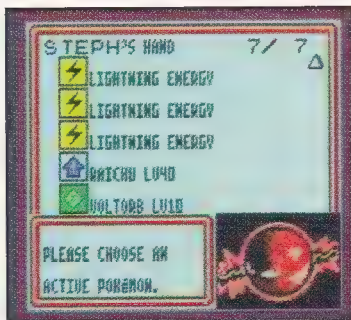
SCREEN DISPLAY

You'll see five different displays during the game.



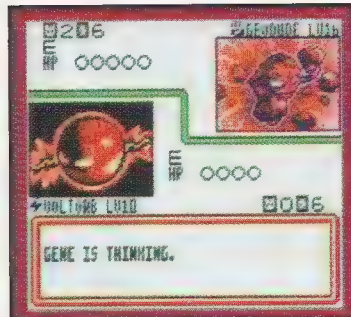
1. MAIN SCREEN

Here you'll see your character as he wanders around meeting folk and challenging them to battle. You'll journey to each club on the island map (see map boxout) and fight the master of each club.



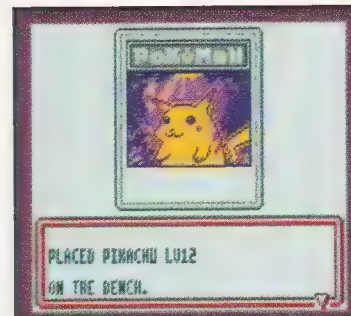
2. 'YOUR HAND' SCREEN

Here, the display shows what cards you're holding. It's also a kind of setup screen, where you select which cards you'll be using in the game.



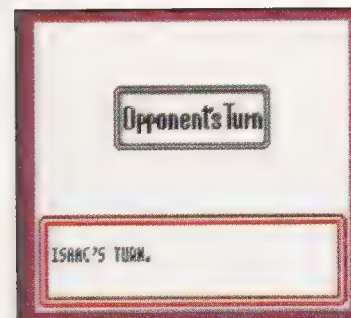
3. 'ALL SCREEN'

Here, you see both you and your opponent's battle setup. Moving the cursor over an item allows you to see relevant information.



4. 'YOUR SIDE'

Displays only your Pokémon, card information, what's in your hand, and what's been discarded.



5. 'OPPONENT SIDE'

Shows the same information as in '4,' but for your opponent.

CHALLENGE HALL



At the outset, there are no events being held at the Challenge Hall. As you progress through the game, though, the different clubs congregate here to do battle for the Challenge Cups.

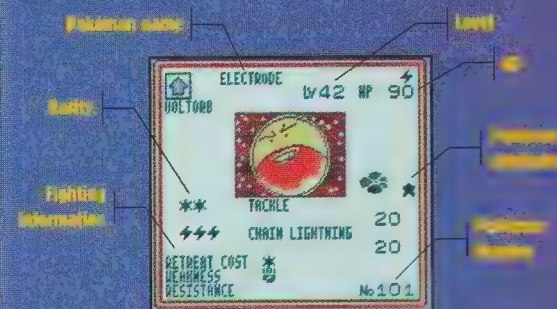
When you win, you'll get good prizes. You'll fight three trainers during a cup match, one after another. Between each of the three confrontations, you have the opportunity to change your deck and save the game — so if you lose the second round, just load the game up again! Beat the third, and you win a promotion card. The kind of promotion card you win depends on the time you enter the contest, so it's a good idea to come back to the Challenge Hall frequently, at different times, to see what you can get.

CARD EXPLANATION SCREEN

There are four different screens associated with each Pokémon Card.

1. MAIN SCREEN

This screen shows all the information on your selected Pokémon. It includes:



2. SPECIAL ABILITY SCREEN

Explains any special powers your Pokémon possesses and tells you what conditions you must have before you can use that special power.

3. TECHNIQUE SCREEN

Tells you how much energy you need for attacks, along with how much damage they inflict on your enemy. Also displays any other effects of your Pokémon's actions.

4. POKÉMON EXPLANATION SCREEN

Displays the selected Pokémon's characteristics: weight, height, other physical attributes, and any other interesting or useful information.



COLLECTING THE MASTER MEDALS

The goal of *Pokémon Trading Card* is to beat those Grand Masters and collect the four elusive Legendary Pokémon cards. To even reach the Grand Masters, you need to collect the eight Master Medals by fight-

ing each of the Club Masters. And before you fight the Club Masters, you have to fight the members of each of those clubs! It's hard work, but those medals are worth it! Each club member has different character-

istics. So, Electric Club members use mostly, but not exclusively, Electric-type Pokémon, like Pikachu. Once you've collected the eight Master medals, you can fight the four Grand Masters.

FIGHTING AGAINST THE CLUBS

Each of the clubs use different decks and these decks consist primarily of one Pokémon type. It's pretty easy to anticipate the type and number of cards you'll need to battle them successfully. Here are some pointers.



Grass Club

Your chances are much improved if you fight with a deck consisting mostly of Fire Pokémon, since the Grass type are vulnerable against your attacks. Colorless Pokémon are good too, since they need very little energy to launch attacks. You don't need any Psychic Pokémon here.



Psychic Club

It takes a thief to catch a thief. The Psychic Pokémon are best fighting against their own kind, which naturally leads to problems. You'll be up against guys that know your own weaknesses. It might be worthwhile to go for something completely different by fielding Electric, Colorless, or Fire types.



Fire Club

Use mostly Water Pokémon to increase the odds against these guys and be sure to stock up on recovery potions. Be careful of some of the evolved Fire-type Pokémon, though. For example, Lizardon can be very dangerous and cause a surprise defeat even if you're comfortably ahead.



Science Club

This club uses mostly Poison-type Pokémon, so use Psychic Pokémon against them and look to exploit their weak points. Done effectively, you'll score some very easy victories here.



Water Club

A deck of mostly Electric-type Pokémon will be effective against the water boys. Make sure you have a few monsters with very powerful attacks — and that you know when to retreat!



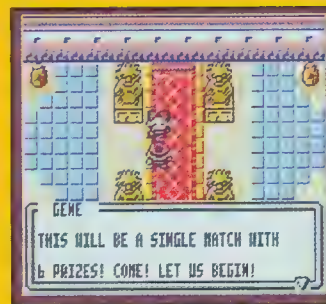
Fighting Club

You'll face Fighting Pokémon here, so use the Psychic Pokémon and any of your guys who have high-level HP. Don't bother with Grass Pokémon.



Lightning Club

The Fighting Pokémon are the ones you need when you find yourself in the Electric Club. Use Fighters with good physical strength but be careful of the Electric-type Pokémon with their suicidal explosion ability ... obviously!



Rock Club

Use Grass Pokémon to give the Stone guys a fright. You need to launch quick-fire attacks, and use the special attacks, like poisoning, often.

BEATING THE GAME



We're gonna keep most of the game a secret. Suffice it to say that the adventure isn't over once you've collected the four legendary Pokémon cards. The fun doesn't stop there. You can continue to fight each trainer until you've collected all 226 Pokémon cards.

Once you've beaten the main game, you'll be able to use legendary auto-deck machine. This incredible device will automatically build a

Grand Master deck for you! You'll find the thing secreted away in the inner sanctum of the Pokémon Dome.

There are two extremely rare cards that you won't be able to get just by playing the game. Although there's a total of 228 cards, only 226 of them are available during a regular game. The missing two are special phantom cards ... catch 'em if you can!

EXPLOITING YOUR ENEMY'S WEAKNESSES

Sometimes you'll know the kind of Pokémon that your opponent will be fielding. This is especially true when you face the Club Masters. The Fire Club, for example, mostly fields Fire-type Pokémon, so you should make sure you include Water Pokémon on your team. But don't forget to keep the deck balanced with energy and

trainer cards, too. Similarly, the Grass Club will use lots of Grass types, but since they are aware of their weaknesses, they'll have Water guys on their bench. You should anticipate this kind of thing and plan against them.



Beating the Club Masters may get frustrating, but don't get too discouraged. Practice and training will lead to victory.

MAC'S MUST-HAVE TRAINER CARDS

These trainer cards should be part of any superstar trainer's pack!

Recovery potions

Trainer Bill:

Allows you to pick up two extra cards.

Plus Power:

Adds 10 points of damage to an attack.

Energy Withdrawal:

Allows you to draw an extra energy card from the trash pile.

Swap:

Lets you swap Pokémon between the bench and the battle position. You need energy to run away, so if you don't have enough, use this card instead.

Computer Search:

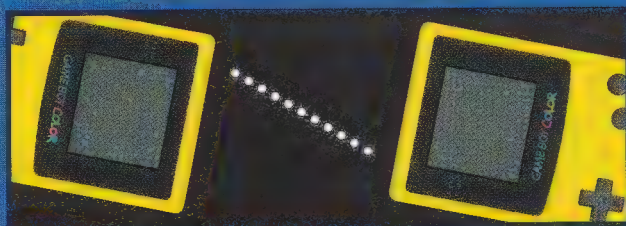
Puts two of your cards in the trash, then allows you to draw one new card of your choice.



MAC'S QUICK TIP

There are two roaming trainers, who will occasionally appear and challenge you to a fight. If you beat the first, he'll surrender a special, rare, promotion card to you. The other looks a bit foolish, like a court jester or something. If you beat him, he'll give you a universal expansion pack.

LINKING UP TO OTHER OPPONENTS



Using the link cable or infrared port, you can play *Pokémon Trading Card* against a friend — anywhere you like! The advantage of using the Game Boy version over regular cards is that you can win rare cards from your electronic foes instead of having to find lots of people to fight! Just fight a Club or Grand Master for your shot at the good stuff. Then, use them against your pals in head-to-head games!

In the *Pokémon Trading Card* world, you'll find a gift center next to the battle center. Here, using the link cable or IR port, you can swap registered decks with your friends. You can only send the decks you've registered using the deck-saving machine. Also, if you don't want to swap, you can use the software to make entirely new, original cards! You won't know which cards you'll end up with until they're made, but hey, they're unique! Remember, you can only make two cards in this way.

Expansion Packs

Double Your Pleasure, Double Your Fun

The Basic Set was great, but the Expansion Sets made them even more fun. Jungle was the first Expansion Set and it was an instant hit. It was quickly followed by Fossil, another success for the Wizards of the Coast game. Now, we're waiting for the U.S. introduction of the Team Rocket Expansion Set.

The Team Rocket Expansion

Jesse and James are coming to Pokémon Trading Card and it's about time! I love the bumbling villains almost as much as I love Pikachu. The Rockets and their evil schemes are the stars of the third Pokémon Expansion Set. Expect lots of cool cards

like evil versions of familiar Pokémon and Energy cards with special abilities.

The Team Rocket Expansion isn't available in the U.S. yet. This preview is based on translations of the Japanese version of the Team Rocket Expansion. Be warned that

the cards released in the U.S. may have important differences. So far, the Japanese and American cards have been very similar, but there is no way to know for sure what Wizards of the Coast has in store for us until Team Rocket hits the shelves.



Trainer Cards



THE BOSS' METHODS

Field an evil Pokémon Evolution card. Show it to your opponent, put it in your hand, and reshuffle. Works like an Item Finder for Pokémon. A must-have for building an evil Pokémon deck.

CHALLENGE LETTER

Challenge your opponent. If he turns you down, draw two cards. If he accepts, you both get to search your decks for basic Pokémon to fill as many of your empty bench slots as you want. A strange card. Stick to the more predictable R/Rs and Poké Ball cards.

HERE COMES TEAM ROCKET!

Both players reveal their prizes. Only useful if you know you're about to take a prize. Even then, this ultra-rare card isn't a big advantage.

GO TO SLEEP!

One of three cards known as "Team Rocket's Secret Mecha." Flip a coin. If heads, your opponent's Active Pokémon go to sleep. Most of us have given up on attacks like Dream Eater that rely on sleeping opponents. Gives Pokémon like Haunter a fighting chance.

NIGHT GARBAGE RETRIEVAL

Another "Secret Mecha." Choose up to three cards from your discard pile. Reveal them and then shuffle them back into your deck. Lots of possibilities here. Combine with cards like Pokémon Breeder and the Boss' Methods.

ROLES IN THE BATTLEFIELD

The third "Secret Mecha" card. Take turns flipping a coin. Whoever gets tails first has to do ten damage to his own Active Pokémon (ignore Weakness and Resistance). A great card that lets the Rockets' plan backfire.

TEAM ROCKET'S BIG SISTER JESSE

If your opponent's been holding cards for a few turns, this card lets you look at their hand. You can then shuffle one of their Trainer cards back into their deck. Very nasty.

IMPOSTER PROFESSOR OAK'S COUNTERATTACK

Discard a card to force your opponent to shuffle his hand into his deck and draw four new cards. Like the "Big Sister" card, this can ruin your opponent's plans, especially if he's holding onto Evolution cards that you want to get rid of.

STICKY GAS

All Pokémon Powers stop working with the end of your opponent's next turn. Useful late in the game when the evolved Pokémon start showing up. Could be a real lifesaver.

Special Energy

So far, we only have the basic Energy cards and Double Colorless Energy. Team Rocket introduces three special kinds of Energy. The addition of Energy cards adds another layer of strategy to the game because you can only put one Energy card into play each turn.

FIX ANYTHING ENERGY

This single Colorless Energy card will cure the Pokémon it is attached to of Confusion, Paralysis, and Sleep. As long as you use it in a deck that needs Colorless Energy, it's like getting a Full Heal for free!



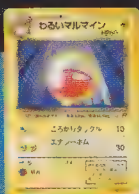
RAINBOW ENERGY If you love making decks that use lots of different kinds of Energy, this is the card for you! It can be used as any kind of Energy, but it does ten points of damage to the Pokémon you attach it to. The damage isn't affected by Weakness or Resistance and is a small price to pay for the ability to produce Energy you desperately need. If you want to create decks that use more than two kinds of Energy you're going to want four of these cards.

POTION ENERGY Like the "Fix Anything" card, this counts as one Colorless Energy. Additionally, it removes a damage counter from the Pokémon you attach it to. This is a great way to give Pokémon, which require lots of buildup, a boost when their Hit Points start running low.

Team Rocket Cards I Can't Wait To See

⚡ Evil Electrode

Evolution: Stage 1 (from Voltorb)
Rarity: Uncommon
HP: 60
Weakness: Fighting
Resistance: None
Retreat Cost: 1
Attack: Rolling Tackle—10 damage for 1.
Colorless Energy Attack: Energy Bomb—30 damage for 3 Energy (2 Fighting and 1 Colorless). When you use this attack you detach all of Evil Electrode's cards and attach them to Pokémon on your bench. If you don't have any benched Electrodes, you have to discard the Energy instead.
 Energy Bomb is the bomb. The possibilities boggle the mind. You could use this ability to charge up Magneton or Zapdos in record time. You could even toss energy back and forth between Evil Electrodes. There wouldn't be much point to it but the idea amuses me for some reason.



👊 Evil Machop

Evolution: Stage 2 (from Evil Machoke)
Rarity: Rare
HP: 70
Weakness: Psychic
Resistance: None
Retreat Cost: 3
Attack: Mega Punch—30 damage for 3 Energy (2 Fighting and 1 Colorless).
Attack: Throw Out—for 3 Energy (2 Fighting and 1 Colorless) you can force your opponent to reshuffle his Active Pokémon and all cards attached to it back into his deck (you can't use this attack if he doesn't have a bench).
 So much for buildup decks. Your opponent won't dare invest in the big boys if he knows you have one of these in your deck. He won't want to risk having him exposed and Thrown Out.



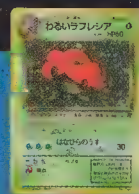
🔥 Fire: Charmander

Evolution: Basic
Rarity: Common
HP: 40
Weakness: Water
Resistance: None
Retreat Cost: 1
Attack: Flame Tail—20 damage for 1 Fire Energy
Pokémon Power: Receive Flame—Once each turn (before you make your attack) you can detach one fire Energy from one of your other Pokémon and attach it to Charmander.
 A common Pokémon with a Pokémon Power is pretty darn rare and this is a good one. Evolutions of Charmander chew through a lot of Energy but you can use Receive Flame to stock up before you evolve him. If you have a few Fire Pokémon in play when Charmander comes out, this can really speed up his Evolution to Charizard.



🌿 Evil Vileplume

Evolution: Stage 2 (from Evil Gloom)
Rarity: Rare
HP: 60
Weakness: Fire
Resistance: None
Retreat Cost: 2
Attack: Petal Swirl—for 2 Grass Energy, you flip 3 coins and do 30 damage times the number of heads, but if 2 or more heads appear, Evil Vileplume is Confused.
Pokémon Power: Allergy Pollen—Neither player can play Trainer Cards (the Power can't be used if Evil Vileplume is Asleep, Confused or Paralyzed).
 Petal Swirl is risky, but pretty lethal for a Grass Pokémon. It's Allergy Pollen that I'm really excited about though. It's yet another spoiler card that brings with it a lot of new strategies and deck variants.



🌀 Evil Kadabra

Evolution: Stage 1 (from Abra)
Rarity: Uncommon
HP: 50
Weakness: Psychic
Resistance: None
Retreat Cost: 2
Attack: Mind Shock—30 damage for 2 Psychic Energy—Don't apply Weakness or Resistance
Pokémon Power: Matter Exchange—Once each turn (before you make your attack) you can discard 1 card from your hand and replace it with a card drawn from the deck.
 Matter Exchange seems very useful. I would put a couple of these boys in my Psychic decks to use their Power from the bench. This will give us the ability to sort through our deck for cards we really need (like Evil Alakazam).



💧 Water: Magikarp

Evolution: Basic
Rarity: Common
HP: 30
Weakness: Lightning
Resistance: None
Retreat Cost: 1
Attack: Flip—30 damage for 1 Colorless Energy
Attack: Waterfall Evolution—for 3 Water Energy you can search your deck for an Evolution of Magikarp (Gyarados or Evil Gyarados) and play the card on it.
 Gyarados fans rejoice! This Magikarp is still the wuss it has always been, but its ability to evolve itself is spectacular.



EVIL POKÉMON

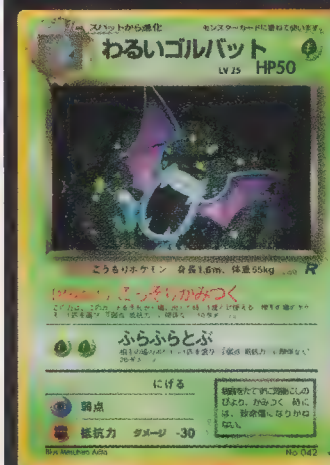
I'm really excited about these cards and I think you will be too. They're evil variations on existing Pokémon, which makes them cooler than cool. The illustrations on the Japanese cards are awesome. Expect to see lots of decks with evil themes. Get ready to do some heavy trading for evil variants of popular cards like Charizard and Dragonite.



There are evil versions of the following Pokémon: Alakazam, Arbok, Blastoise, Charizard, Charmeleon, Dragonair, Dragonite, Dugtrio, Electrode, Flareon, Gloom, Golbat, Golduck, Gyarados, Hypno, Jolteon, Kadabra, Machop, Machoke, Magneton, Muk, Persian, Primeape, Rapidash, Raticate, Slowbro, Vaporeon, Vileplume, Wartortle, and Weezing.

Variant Pokémon

Team Rocket also includes variations of some of the standard Pokémon. We've seen all we need to see of some of these cards. Creating evil variants was a clever way to use the same Pokémon in a new way. I'm not sure why they also included these Pokémon. They don't have anything to do with the theme of the expansion. Some of the variants are useful, but, on the whole, it feels like they were thrown in to round out the number of cards in the set.



The Jungle Expansion Welcome to the Jungle!

Jungle was the first expansion to the Pokémon card game. It was a huge success and boosters were scarce for months. Eventually, supply met demand and Jungle cards started showing up in brand new decks devised specifically to take advantage of them.

Jungle was very popular and had a huge impact on gameplay, but it was a small expansion with only 48 cards so its effects were lopsided. If you liked Grass and Fighting Pokémon, you were in luck. Fans of Electric, Fire, Water, and Psychic-type Pokémon were disappointed.



JUNGLE DECK ONE — NIDOQUEEN'S NIGHT OUT

This deck is built around the Nidoqueen and her Boyfriends attack, which does 20 damage plus 20 more damage for every Nidoking you have in play.

How to Win:

You need to get at least one of your two Nidoqueens and as many Nidokings as you can into play. If you manage to get a Nidoqueen into the active position and all four Nidokings into your bench the Nidoqueen will be able to dish out 100 points of damage a round!

Getting a whole bunch of evolved Pokémon into play can be really tricky. Most of the Trainer cards were included to

make your job a little easier.

- If you're short on Basic Pokémon use a Poké Ball.
- If you have a Basic Pokémon and the corresponding evolution use Pokémon Breeder.
- If you don't have the evolved cards you need use the Pokémon Trader to swap out extra Basic or unevolved cards.

There are a lot of ways to make use of whatever you happen to draw. Remember that Nidoran (F) has a Call for Family attack that lets you search your deck for a Nidoran (F) or Nidoran (M) card to put into your bench.

Strengths:

This is a one-color deck with plen-

ty of energy cards that uses kick-butt Pokémon. The various Nidocards are all pretty tough and have a variety of powerful attacks.

Weaknesses:

All of your Pokémon are vulnerable to Psychic attacks. If your opponent uses a lot of Psychic Pokémon you're in serious trouble. You're also short on general utility Trainer cards like Gust of Wind and Professor Oak.

Card List:

Pokémon (20)
4 Nidoking
2 Nidoqueen
4 Nidoran (F)
4 Nidoran (M)
3 Nidorina

3 Nidorino

Trainers (14)

4 Bill
2 Computer Search
2 Poké Ball
2 Pokémon Breeder
2 Pokémon Trader
2 Super Potion

Energy (24)
24 Grass



JUNGLE DECK TWO — EEEVOLUTION

Eevee is cool. It's the only Pokémon that has a choice when it evolves. We don't want to choose, so we built this deck that gives you a chance to use all three of Eevee's evolutions at once.

How to Win:

This isn't a "killer deck" — this one's for fun. The object is to use more than one of Eevee's evolutions. Try to get all three into play at some point during the battle.

This deck doesn't work without Eevee. If you're having trouble getting Eevee in your hand when you need it, use a Poké Ball to dig one out of

your deck. Once you have an Eevee (or two) in play you can use Computer Search and Pokémon Breeder to retrieve its evolutions.

Eevee, Kangaskhan, Meowth, and Persian are all Colorless so you don't have to worry about what energy you draw until you evolve Eevee. Try to hold on to a little of each kind of energy until you get Flareon, Jolteon, or Vaporeon in your hand and you know what kind of energy you're going to need. Fortunately, all of Eevee's evolutions have a Colorless attack. If you can't get the right energy cards use

the Energy Retrieval to pillage your discard pile.

The up-side to using three different kinds of Energy is the fact that Flareon, Jolteon, and Vaporeon all have different Weaknesses. They are also pretty powerful cards, especially Jolteon's Pin Missile attack rules.

Weaknesses:

Eevee is the key card. Protect her at all costs.

Card List:

Pokémon (20)
4 Eevee
2 Flareon
2 Jolteon
2 Vaporeon

4 Kangaskhan
4 Meowth
2 Persian

Trainers (15)

4 Bill
1 Computer Search
1 Energy Retrieval
2 Poké Ball
2 Pokémon Breeder
1 Pokémon Center
2 Professor Oak
2 Switch

Energy (25)
4 Double Colorless
7 Electrical
7 Fire
7 Water



Mac's Picks — The Best and Worst of Jungle

Jungle has a lot to offer. Of all the good cards in the expansion, these are the best of the best.

#1 MISTER MIME

Gotta love the Invisible Wall. You say your opponent has a Charizard in play? No problem! Move Mister Mime into the active position and whittle away at the big lizard with your Meditate while your opponent tries to figure out how to switch out his heavy hitter for something that does less than 30 points of damage. This is one of the best Pokémon Powers in the game. If you like Psychic decks get as many of these cards as you can, but expect to trade hard or shell out some serious bucks if you want a full slate of four.

#2 SCYTHER

A Basic Pokémon with 70 HP, a Colorless attack that does 30 points of damage, a special attack that doubles the damage it does during the following round (to a mighty 60 points!), and retreat cost of zero. Nothing fancy, just straight-up deadly.

#3 KANGASKHAN

Any Pokémon with 90 HP gets our attention. Kangaskhan's Comet Punch may take a lot of Energy to get going, but it's potentially lethal. In addition, while you're charging it up, you can use its Fetch attack to draw some extra cards.

#4 Eevee

It's cute and fuzzy and you get your pick of three butt-kicking evolutions. We like Jolteon best, but there's something for everyone.

#5 CLEFABLE

Another "cute but deadly" Pokémon. Almost as tough as Wigglytuff and it has the dreaded Metronome. The ability to copy your opponent's attack can be devastating.



MAC'S STINKERS

Even the best sets have a few stinkers at the bottom of the barrel.

Vistrosbel

This weed should have been called Leontel. Bellsprout and Weepinbell are kind of wimpy, but we expect a lot more from a Stage 2 Evolution. Weepinbell is actually better than Vistrosbel. Makes you wonder why you would evolve it.

Goldoon

Magikarp is worse, but not by much. Goldoon has a Retreat Cost of 0, which is a good thing.

because you're going to need it. At least with Magikarp you have Gyarados to look forward to. With this loser, the best you can do is Seaking.

Seaking

After suffering through the taskmaster Goldoon, you get an Evolution that isn't much of an improvement on the original. What does Mitty see in these lame Water Pokémon?

Best New Concept — Summoning

The Jungle Expansion introduced Pokémon with the ability to take Pokémon out of your deck and put them directly into play on your bench. Of these, the best is Marowak's Call for Friend attack that lets you choose any Basic Fighting Pokémon.

Nidoran (F)'s Call for Family lets her search for either Nidoran (F) or Nidoran (M). Bellsprout's Call for Family can only be used to search for other Bellsprouts and Oddish's Sprout can only be used to search for other Oddishes.



Jungle Pokémon Classification by Color

COLORLESS

Clefable, Dodrio, Eevee, Fomrow, Jigglypuff, Kangaskhan, Lickitung, Meowth, Persian, Pidgeot, Snorlax, Spearow, Tauros, and Wigglytuff.
Most Powerful—Kangaskhan (It has 90 HP and the Comet Punch).
Most Useful (by)—Dodrio (for its Retreat Aid) and Meowth (for its Payday).

FIGHTING

Cubone, Mankey, Marowak, Primeape, Rhydon, and Rhyhorn.
Most Powerful (by)—Marowak (for its Razorarang) and Primeape (for its Fury Swipes).
Most Useful—Mankey (for its Peak Power).

FIRE

Flareon and Rapidash.
Most Powerful—Rapidash (for its Agility).

GRASS

Bellsprout, Butterfree, Exeggutor, Exeggutor, Gloom, Nidoqueen, Nidoran (F), Nidorina, Oddish, Paras, Parasect, Pinir, Scyther, Weepinbell, Venonat, Venomoth, Wobuffet, and Wobuffet.
Most Powerful—Scyther (for the Slash / Swords Dance combo).
Most Useful—Wobuffet (for its Heal Power).

ELECTRIC

Electrode, Jolteon, and Poliwhirl.
Most Powerful—Jolteon (for its Pin Missile).

PSYCHIC

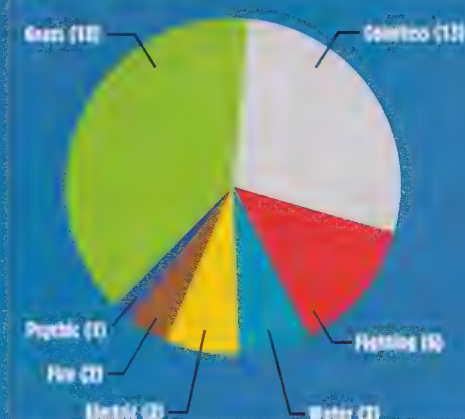
Mister Mime.

WATER

Goldfish, Seaking, and Vaporeon.
Most Powerful—Vaporeon (for its Water Gun).

Jungle Color Wheel

Grass is king. What else would you expect from a set called Jungle?



The Fossil Expansion

These Cards Aren't Old, They're New

Fossil came along in October of '99. This was only three months after the release of Jungle, but this set was as hard to come by as the first expansion. Lots of players didn't get their hands on Fossil until much later.

Only six of the Fossil cards are new versions of old Pokémon. This set introduced 37 new Pokémon, anxiously awaited

favorites like Geodude and Raichu. Many of the new cards are very powerful and overshadow similar cards from the Basic Set. There are also lots of cards that have powers and attacks that can be used against Pokémon on your opponent's bench, which can be crippling.

Mac's Fossil Picks — The Best and Worst of Fossil

Fossil has a lot to offer. Of all the good cards in the expansion, these are the best of the best.

#1 MYSTERIOUS FOSSIL

One of the coolest cards in the Fossil expansion. You put the Fossil into play as if it were a Pokémon, just like a Clefairy Doll. The difference is the Mysterious Fossil can be evolved into an Aerodactyl, Kabuto, or Omamite. This gives you the kind of flexibility you get with Eevee, combined with the fact that you start with a Trainer card that you can pull off the table at any time.

#2 DITTO

One of the most versatile Pokémon in the game. In addition to mimicking the defender's card, you can also treat any Energy attached to Ditto as Energy of any type.

#3 AERODACTYL

This winged terror can only be evolved from a Mysterious Fossil and has one of the most feared Pokémon Powers in the game. Prehistoric Power prevents both players from playing Evolution cards. Bring a Mysterious Fossil (or two) into play, wait until you have more Evolved Pokémon in play than your opponent, evolve your Fossil into Aerodactyl, and clean up.

#4 GENGAR

Sniping at your opponent's bench two different ways is the best way to take out wounded Pokémon. You can even use its Curse Power without putting it at risk in the active position. At 80 HP, he's pretty darn durable, though.

#5 HITMONLEE

The "kicking fiend" is a Basic Pokémon with 60 HP that can inflict 50 against your opponent's Active Pokémon or 20 to a Pokémon on the bench. The only downside is Hitmonlee doesn't use Colorless Energy for any of its attacks.



Fossil Pokémon Classification by Color

COLORLESS

Ditto and Dragonite

Most Powerful—Ditto (for its Transform Power)

Most Useful—Dragonite (for its Step In Power)

FIGHTING

Aerodactyl, Geodude, Golem, Graveler, Hitmonlee, Kabuto, Kabutops, and Sandslash

Most Powerful—Hitmonlee (good, all-around fighter)

Most Useful—Aerodactyl (for its Prehistoric Power)

FIRE

Magmar and Moltres

Most Powerful—Moltres (for its unreliable Dive Bomb)

Most Useful—Moltres (for its Wildfire attack)

GRASS

Arbok, Ekans, Golbat, Grimer, Muk, Weezing, and Zubat

Most Powerful—Golbat (the best of a bad bunch)

Most Useful—Arbok (for its Terror Strike attack)

ELECTRIC

Magneton, Raichu, and Zapdos

Most Powerful—Magneton (for Self Destruct)

PSYCHIC

Gastly, Gengar, Haunter, Hypno, Slowbro, and Slowpoke

Most Powerful—Gengar (for its Curse Power and Dark Mind attack)

Most Useful—Gastly (for its Energy Conversion attack)

WATER

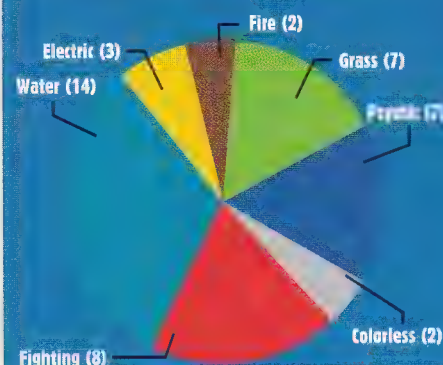
Articuno, Cloyster, Golduck, Horsea, Kingler, Krabby, Lapras, Omamite, Omaslar, Psyduck, Seadra, Shellder, Tentacool, and Tentacruel

Most Powerful—Articuno (for its Blizzard)

Most Useful—Omamite (for its Clairvoyance Power)

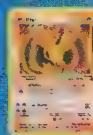
Fossil Color Wheel

Water is the clear leader this time around, which is a good thing, because Jungle only included three new Water cards. Electric and Fire are again the losers in this expansion set.



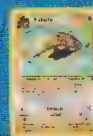
MAC'S STINKERS

The Worst of the worst. Fossil also has a few cards that disappointed me.



Moltres

An attack that does 80 HP is nice, but not when it only works half the time and costs 4 Energy, none of it colorless.



Kabuto

The Mysterious Fossil and armor power are cool, but it only has 30 HP and its attack is a joke. You can evolve it into Kabutops, but you would

be better off using your Fossil to put in Aerodactyl.

Shellder

It isn't as tough as you might think, it can't inflict damage, and its Supersonic attack only works half the time.

Tentacruel

Although it has 60 HP and a Retreat Cost of 0, its attacks are a joke. It has no Resistance and it has a Weakness to Electrical attacks.

Basic Set

RARITY Some cards are harder to get than others. Each Booster Pack only comes with one Rare or Rare Holofoil. Rare cards are usually more valuable and more powerful than common cards. The cards are listed alphabetically by rarity.

Rarity Key
H: Rare Holofoil
R: Rare
U: Uncommon
C: Common

VALUE The second and third columns rate a card's value. I based these grades on a number of factors, including the rarity of the card, the popularity of the card, popularity of the character on the card, and the going price for the card when I compiled this list. The first grade rates the First Edition printing of the card. The second grade rates the Unlimited Edition printing of the card. We didn't grade the First

Edition Holofoil cards because they are far more valuable than any of the other cards in the set.

Approximate Card Values Key
\$: Over \$20.00
A: \$5.00 to \$10.00
B: \$2.00 to \$4.00
C: \$1.00
D: Less than \$1.00
F: Nearly worthless

PLAYABILITY This will help you figure out which cards to trade for. Each card's capabilities were carefully considered and compared to the capabilities of all of the other cards currently on the market, including those in the Jungle and Fossil Expansions.

TRADE VALUE When you're negotiating a trade you can use these values to help you decide if you are getting a reasonable deal. These values are designed for players, not collectors. If you are a collector all you need to

know is the card's value. I assigned these numbers by looking at the playability of the card, the rarity of the card, the type of card (Pokémon or Trainer), and the approximate value of the card. These are values for the Unlimited Edition cards, so they'll be misleading if you're trading First Edition cards.

EXAMPLE: Your buddy wants to trade you a Polywhirl and a Porygon for your Electabuzz. Two Uncommons for a Rare doesn't sound like a bad deal, but you aren't sure so you look up all three cards. The Polywhirl is worth 12 and the Porygon is worth 13, for a total of 25 pts worth of cards. Your Electabuzz is worth 32 pts so you should try to talk him into substituting that Porygon for a more useful card or throwing in a common card to sweeten the pot. Looking at his



trade cards and our handy-dandy list you offer to take a Tangela and a Scoop Up off his hands instead, which is by our estimation a better deal.

Basic Set

	RARITY	VALUE 1E	VALUE UE	PLAYABILITY	TRADE VALUE
Alakazam	H	\$	A+	B+	37
Blastoise	H	\$	A+	A-	38
Chansey	H	\$	A	C+	34
Charizard	H	\$	A+	B-	35
Clefairy	H	\$	A	C	32
Gyarados	H	\$	A	B	35
Hitmonchan	H	\$	A	A-	37
Machop	H	\$	-	C+	-
Magneton	H	\$	A	C-	31
Mewtwo	H	\$	A	B-	34
Nidoking	H	\$	A	C	32
Ninetales	H	\$	A	B	35
Poliwrath	H	\$	A	C+	33
Raichu	H	\$	A+	B-	35
Venusaur	H	\$	A+	B	36
Zapdos	H	\$	A+	C+	34
Beedrill	R	A	B	B-	27
Dragonair	R	A	A-	B-	29
Dugtrio	R	A	B+	C	26
Electabuzz	R	A+	B+	A	32
Electrode	R	A	B+	C+	27
Pidgeotto	R	A	B	D	22
Arcanine	U	B	D+	B-	18
Charameleon	U	B+	D+	C	16
Dewgong	U	B	D	B	18
Dratini	U	B	D	D+	13
Farfetch'd	U	B	D	B	18
Growlithe	U	B+	D+	C	16
Haunter	U	B	D	D	12
Ivysaur	U	B	D	C-	14
Jynx	U	B	D	B	18
Kadabra	U	B	D	B-	17
Kakuna	U	B	D	D-	11
Machoke	U	B	D	D+	13
Magikarp	U	B	D	D-	11

	RARITY	VALUE 1E	VALUE UE	PLAYABILITY	TRADE VALUE
Magmar	U	B	D	B-	17
Nidorino	U	B	D	C	15
Poliwhirl	U	B	D	D	22
Porygon	U	B	D	D+	13
Raticate	U	B	D	D+	13
Seel	U	B	D	C-	14
Wartortle	U	B+	D+	C-	15
Abra	C	C	D-	D+	8
Bulbasaur	C	C+	F	C-	8
Caterpie	C	C	F	C-	8
Charmander	C	C+	F	C+	10
Diglett	C	C-	F	D+	7
Doduo	C	C	F	B-	11
Drowzee	C	C	F	D-	5
Gastly	C	C	F	D-	5
Koffing	C	C	F	C	9
Machop	C	C-	F	C+	10
Magnemite	C	C	F	D+	7
Metapod	C	C	F	D	6
Nidoran (M)	C	C	F	D+	7
Onix	C	C	F	D+	7
Pidgey	C	C	F	D	6
Pikachu	C	B	D-	C	9
Poliwhag	C	C	F	D+	7
Ponyta	C	C	F	C	9
Rattata	C	C	F	D+	7
Sandshrew	C	C	F	D	6
Squirtle	C	C+	F	D+	7
Starmie	C	C-	F	D	6
Staryu	C	C	F	C-	8
Tangela	C	C	F	C-	8
Voltorb	C	C	F	D	6
Vulpix	C	C	F	D+	7
Weedle	C	C	F	C-	8
Clefairy Doll	R	A	B-	D	19

		RARITY	VALUE	VALUE	PLAYABILITY	TRADE VALUE
Comp. Search	R	A	B	B+	27	
Dev. Spray	R	A-	C+	D+	19	
Imp. Prof. Oak	R	A-	C+	D+	19	
Item Finder	R	A	B-	B	25	
Lass	R	A-	C+	C+	22	
Pokémon Breeder	R	A	B-	C+	23	
Pokémon Trader	R	A	B	B+	27	
Scoop Up	R	A	B	B	26	
Sup. Energy Removal	R	A	B+	B	15	
Defender	U	B-	D	C-	12	
Energy Retrieval	U	B-	D	C+	14	
Full Heal	U	B-	D	C	13	
Maintenance	U	B-	D	D	10	
Plus Power	U	B-	D	C	13	
Pokémon Center	U	B-	D	B	16	
Pokémon Flute	U	B-	D	D+	11	
Pokédex	U	B-	D	C-	12	
Professor Oak	U	B+	D+	A	19	
Revive	U	B-	D	C-	12	
Super Potion	U	B-	D	C	12	
Bill	C	D+	F	A+	14	
Energy Removal	C	C	D-	B	11	
Gust of Wind	C	D+	F	A-	12	
Potion	C	D+	F	C-	6	
Switch	C	D+	F	C+	8	
Obli. Colorless Energy	U	B+	D+	A-	19	
Fighting Energy	-	D+	F	-	-	
Fire Energy	-	D+	F	-	-	
Grass Energy	-	D+	F	-	-	
Lightning Energy	-	D+	F	-	-	
Psychic Energy	-	D+	F	-	-	
Water Energy	-	D+	F	-	-	

Jungle Set

	RARITY	VALUE	VALUE	PLAYABILITY	TRADE VALUE
Clefable	H	A+	A-	B	34
Electrode	H	A+	A-	C	31
Flareon	H	A+	A-	B-	33
Jolteon	H	A+	A-	B-	33
Kangaskhan	H	A+	A-	B-	33
Mr. Mime	H	A+	A-	A-	36
Nidoqueen	H	A+	A-	C-	30
Pidgeot	H	A	A-	D+	27
Pinsir	H	A+	A-	B	34
Scyther	H	A+	A	A	38
Snorlax	H	A+	A	D	29
Vaporeon	H	A+	A-	C+	32
Venomoth	H	A+	A-	C+	32
Victreebel	H	A	A-	D	28
Vileplume	H	A	A-	C+	32
Wigglytuff	H	A+	A	A-	37
Clefable	R	A-	B-	B	27
Electrode	R	A	B-	C	24
Flareon	R	A-	B	B-	27
Jolteon	R	A-	B	B-	27
Kangaskhan	R	A-	B	B-	27
Mr. Mime	R	A	B+	A-	31

	RARITY	VALUE	VALUE	PLAYABILITY	TRADE VALUE
Nidoqueen	R	A-	B-	C-	23
Pidgeot	R	A-	B	D+	25
Pinsir	R	A-	B-	B	27
Scyther	R	A	B	A	30
Snorlax	R	A-	B+	D	23
Vaporeon	R	A-	B	C+	26
Venomoth	R	A-	B-	C+	25
Victreebel	R	A-	B-	D	21
Vileplume	R	A-	B	C+	26
Wigglytuff	R	A	B+	A-	31
Butterfree	U	B-	C-	C	17
Dodrio	U	C	D+	B-	18
Exeggutor	U	C	D+	C	16
Fearow	U	C	D+	C	16
Gloom	U	C	D+	C	16
Lickitung	U	C	D+	C+	17
Marowak	U	C	D+	B-	18
Nidorina	U	C	D+	C	16
Parasect	U	C	D+	D+	14
Persian	U	C	D+	C+	17
Primeape	U	C	D+	B-	18
Rapidash	U	C	D+	B	19

	RARITY	VALUE	VALUE	PLAYABILITY	TRADE VALUE
Rhydon	U	C	D+	C	16
Seaking	U	C	D+	D-	12
Tauros	U	C	D+	C+	17
Weepinbell	U	C	D+	D	13
Bellsprout	C	D-	F	D	6
Cubone	C	D-	F	C-	8
Eevee	C	D-	F	C+	10
Exeggute	C	D-	F	D	6
Goldeen	C	D-	F	D-	5
Jigglypuff	C	D-	F	B-	11
Mankey	C	D-	F	D+	7
Meowth	C	D-	F	D+	7
Nidoran (F)	C	D-	F	C+	10
Oddish	C	D-	F	D+	7
Paras	C	D-	F	D	6
Pikachu	C	D-	F	C+	10
Rhyhorn	C	D-	F	D+	7
Spearow	C	D-	F	D+	7
Venonat	C	D-	F	D+	7
Poke Ball	C	D-	F	C	7

Fossil Set

	RARITY	VALUE	VALUE	PLAYABILITY	TRADE VALUE
Aerodactyl	H	A+	A	B	35
Articuno	H	A+	A+	B	36
Ditto	H	A+	A	B+	36
Dragonite	H	A+	A	B-	34
Gengar	H	A+	A	A-	37
Haunter	H	A+	A	C+	33
Hitmonlee	H	A+	A	B-	34
Hypno	H	A+	A	C	32
Kabutops	H	A+	A	C-	31
Lapras	H	A+	A	B	35
Magneton	H	A+	A-	C+	32
Moltres	H	A+	A+	B	36
Muk	H	A+	A	B-	34
Raichu	H	A+	A	C-	31
Zapdos	H	A+	A	C	32
Aerodactyl	R	A+	A-	B	30
Articuno	R	A+	A	B	31
Ditto	R	A	A-	B+	31
Dragonite	R	A	A-	B-	29
Gengar	R	A+	A-	A-	32
Haunter	R	A	A-	C+	28

	RARITY	VALUE	VALUE	PLAYABILITY	TRADE VALUE
Hitmonlee	R	A	A-	B-	29
Hypno	R	A	A-	C	27
Kabutops	R	A+	A-	C-	26
Lapras	R	A	A-	B	30
Magneton	R	A	A-	C+	28
Moltres	R	A+	A-	B	30
Muk	R	A	A-	B-	29
Raichu	R	A+	A-	C-	26
Zapdos	R	A	A-	C	27
Arbok	U	D+	D	C	15
Cloyster	U	D+	D	D+	13
Gastly	U	D+	D	C	15
Golbat	U	D+	D	C+	16
Golduck	U	D+	D	B	18
Golem	U	D+	D	C	15
Graveler	U	D+	D	C	15
Kingler	U	D+	D	C-	14
Magmar	U	D+	D	C+	16
Omastar	U	D+	D	C	15
Sandslash	U	D+	D	C	15
Seadra	U	D+	D	C	15

	RARITY	VALUE	VALUE	PLAYABILITY	TRADE VALUE
Slowbro	U	D+	D	C-	14
Tentacruel	U	D+	D	D+	13
Weezing	U	D+	D	C-	14
Ekans	C	D	D-	D	7
Geodude	C	D	D-	C	10
Grimer	C	D	D-	C-	9
Horsea	C	D	D-	D+	8
Kabuto	C	D	D-	D	7
Krabby	C	D	D-	D	7
Omanyte	C	D	D-	D+	8
Psyduck	C	D	D-	C+	11
Shellder	C	D	D-	D-	6
Slowpoke	C	D	D-	D+	8
Tentacool	C	D	D-	D+	8
Zubat	C	D	D-	D	7
Mr. Fuji	U	D	D	C-	11
Energy Search	C	D	D-	C+	9
Gambler	C	D	D-	C+	9
Recycle	C	D	D-	D+	6
Mysterious Fossil	C	D	D-	C-	7

Team Rocket Price Guide

	RARITY	VALUE
Abra	C	D
Charmander	C	D+
Diglett	C	D
Dratini	C	D
Drowzee	C	D
Eevee	C	D
Ekans	C	D
Energy - Fix Anything	C	D
Energy - Potion	C	D
Energy - Rainbow	H	A
Evil Alakazam	H	A+
Evil Arbok	H	A+
Evil Blastoise	H	A+
Evil Charizard	H	A+
Evil Charmeleon	U	A-
Evil Dragonair	U	A-
Evil Dragonite	H	A+
Evil Dugtrio	H	A+

	RARITY	VALUE
Evil Electrode	U	B+
Evil Flareon	U	A-
Evil Gloom	U	A-
Evil Golbat	H	A+
Evil Golduck	U	A
Evil Gyarados	H	A+
Evil Hypno	H	A+
Evil Jolteon	U	A-
Evil Kadabra	U	B+
Evil Machop	H	A+
Evil Machoke	U	B-
Evil Magneton	H	A
Evil Muk	U	B+
Evil Persian	C	D+
Evil Primeape	U	B
Evil Rapidash	C	D+
Evil Raticate	C	D+
Evil Slowbro	H	A+

	RARITY	VALUE
Evil Vaporeon	U	B-
Evil Vileplume	H	A+
Evil Wartortle	U	A-
Evil Weezing	H	A+
Grimer	C	D
Koffing	C	D
Machop	C	D
Magikarp	C	D
Magnemite	C	D
Mankey	C	D
Meowth	C	D
Oddish	C	D
Ponyta	C	D
Porygon	C	D
Psyduck	C	D
Rattata	C	D
Squirtle	C	D
Slowpoke	C	D

	RARITY	VALUE
Trainer - Big Sister Jesse	H	A
Trainer - Boss, Methods	U	B+
Trainer - Challenge Letter	U	B+
Trainer - Go to Sleep!	C	D
Trainer - Here Comes Team Rocket!	H	A+
Trainer - Holes in the Battlefield	C	D
Trainer - Imposter Oak's Counterattack	U	B+
Trainer - Night Garbage Retrieval	C	D
Trainer - Sticky Gas	C	D
Voltorb	C	D
Zubat	C	D

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The Adventure Continues...



 **POKÉMON GOLD AND SILVER**
Role-Playing Game Available Holiday 2000

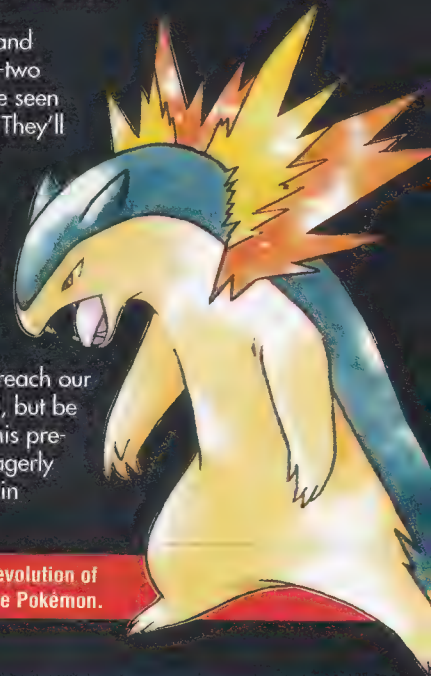
Become a Metal Head

This September, get ready to catch more of 'em with the release of *Pokémon Gold* and *Silver*! Now, there are a hundred brand new Pokémon! With all these new Pokémon to catch, you'll be given a few more tools to help you out. Pokégear includes a cell phone, radio, and data organizer in an all-in-one package, kind of like a Poké Palm Pilot. You're able to make and receive calls from anywhere on the map with your cell phone. With the radio, you can either listen to special Pokémon lectures from Professor Oak or change the game's soundtrack. You'll be able to store your newfound Pokéknowledge in the data organizer. The game also has a slew of other new features that include a real-time game clock that is set when you start the game. The player sets an internal clock that changes the game from day to night in real time.

And, for the first time, Pokémon will be designated as either male or female. You'll be able to become a Master Breeder just like Brock aspires to be!

Pokémon Gold and *Silver* packs a one-two punch never before seen on the Game Boy. They'll feature new challenges and a vast new world to explore. These games will revolutionize the way we capture, train, and battle Pokémon. It won't reach our shores until this fall, but be sure to check out this preview of the most eagerly anticipated games in Pokémon history!

Bakufan is the final evolution of Hinorashi, a Fire-type Pokémon.



Poké Gear

With all the new Pokémon to catch, Trainers will need all the help they can get. To help you become the Master Trainer you aspire to be, Nintendo has included Pokégear in both *Gold* and *Silver*. What's Pokégear you may ask? Well, it's basically a bunch of cool stuff that helps you capture more Pokémon. The high-tech equipment lets you make phone calls, receive emails, and store important data. There's even a color map that helps you keep track of where you are in the world of *Gold* and *Silver*.

DISCLAIMER

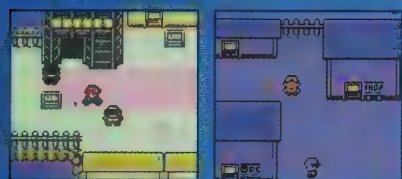
Gold and *Silver* is currently only available in Japan. I've only had a chance to play these games in their Japanese versions, so by the time they come to the U.S., there might be some differences.

Real-Time Internal Clock

Unlike the previous main Game Boy games, *Gold* and *Silver* comes equipped with an internal clock that begins when you start playing the game. Day will change into night in real time as you progress through the game. Certain Pokémon, such as the owl Hoo Man, can only be caught at night. So, in order to catch them all, you must visit the same areas twice to find all the different Pokémon that reside there.



Just like bats in real life, Hoo Man only comes out at night. To find this elusive Pokémon, you may have to stay up past your bedtime.



When the sun sets, a whole new Pokémon adventure awaits you.

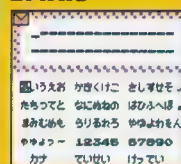


Here are the tools of the trade. The Pokédex and Poké Balls have received a makeover and are new and improved.



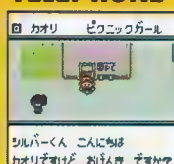
Pokégear

EMAIL



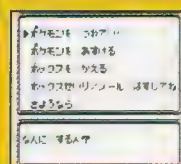
Access email sent to you from friends, your mother, and other important people that you meet along the way.

TELEPHONE



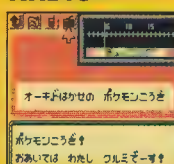
The telephone feature allows you to receive and make calls to Professor Oak, your mother, and others that you meet during your Pokémon adventure.

DATA ORGANIZER



Keep track of Pokémon, your training information, and other important information that you need in order to become a Master Trainer.

RADIO



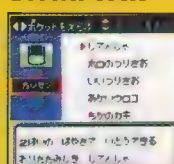
With the radio you can receive important training tips from Prof. Oak. It also can be used to change the game soundtrack if you don't like the music that's being played.

MAP



This handy topographical color map shows what areas you've already visited and also your present location.

BACKPACK



This backpack features four large compartments that can hold a variety of items and trinkets. Easy to use and really handy for storing items.

Win a Backpack of Your Own!



I've got a backpack just like the one found in *Gold* and *Silver*. It's filled with cool gear, too. You can win it! See page 67 for details on how to enter this contest.

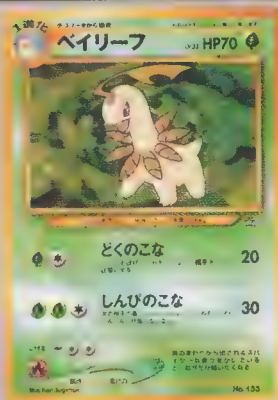


Chikorita, Hinorashi, and Waninoko... Oh My!

Chikorita—1st evolution



Beirifu—2nd evolution



Megani—3rd evolution



This adorable little Grass-type Pokémon evolves into a monster that looks like a Hawaiian Brontosaurus.

Hinorashi—1st evolution



Megumarashi—2nd evolution



Bakufan—3rd evolution



Hinorashi is a fierce Fire-type monster with flames leaping off its back. This little guy looks cooler than Moltres, especially when it's fully evolved to the stunning Bakufan.

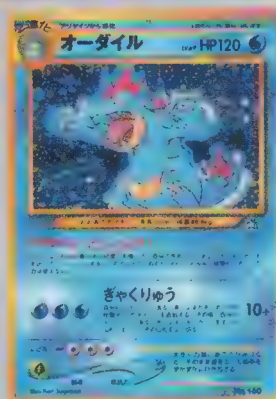
Waninoko—1st evolution



Arigeitsu—2nd evolution

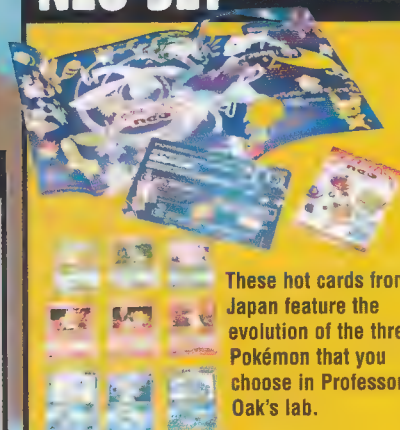


Odaku—3rd evolution



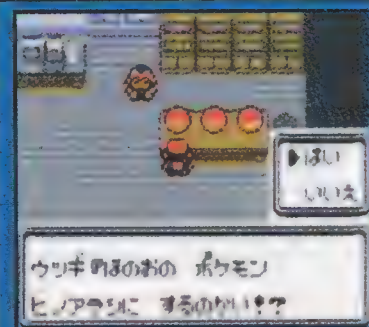
This crocodile-like Pokémon looks like he bit off Captain Hook's hand. It evolves into a fearsome creature that looks a bit like Godzilla.

NEO SET



These hot cards from Japan feature the evolution of the three Pokémon that you choose in Professor Oak's lab.

Entering the Lab



Just like in Red, Blue, and Yellow, Professor Oak will let you choose a Pokémon to train. This time, three new Pokémon await you: Chikorita, a Grass-type Pokémon; Hinorashi, a Fire-type Pokémon; and Waninoko, a crocodile-like Water-type. Right off the bat, you'll be able to battle the new wild Pokémon that inhabit the Gold and Silver worlds. You'll have to raise your new Pokémon just like before, repeatedly placing them in battle situations and increasing their experience level. Fight them hard and they'll repay you by evolving into a more powerful Pokémon.



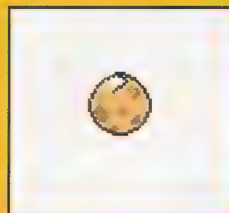
Chikorita is an adorable new Grass-type Pokémon.

Pokémon Breeding

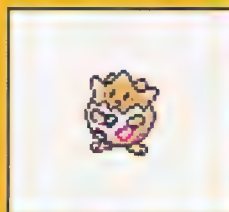
All aspiring Pokémon Breeders will love the fact the pocket monsters are now either male or female. Pokémon of the same species can now breed, resulting in a Poké Egg. After a while, the egg will hatch and you'll be the proud Trainer of a baby Pokémon!



Be Careful or It's an Omelette



Professor Oak will give you this Poké Egg to carry around during your journey. Be careful, it's fragile! Professor Oak will warn you when it's about to hatch.



Before you know it, the egg will hatch, revealing your very own baby Togepi! Unfortunately, Togepi isn't completely free and is still stuck inside the half-shell of his egg.

Pokémon Breeding Center

This is where two Master Pokémon Breeders live. The Old Man and Woman have spent years becoming experts in the art of Pokémon breeding. For a small fee, they'll each take a male and female Pokémon from you. After awhile, you'll receive a message telling you that you're the proud Trainer of a newborn baby Pokémon. Return and they'll hand over a perished pocket monster.



At the Breeding Center, the Old Man will take your male Pokémon while the Old Woman will take the female.



Congratulations! When you return later, a bouncing baby Pokémon will be yours.

Rock-a-bye Baby

There are several adorable Pokémon babies out there for you to catch! Train them well and they'll evolve into adult Pokémon in no time! But be warned, they may be small, but they sure are a handful.

#238 Pupurin, a Jigglypuff infant!

Pupurin sings beautifully, just like Jigglypuff. Just try to stay awake for the show.



#172 Pichu, the baby Pikachu!

This little thundering dynamo might be cute, but his electric attacks are shockingly powerful.



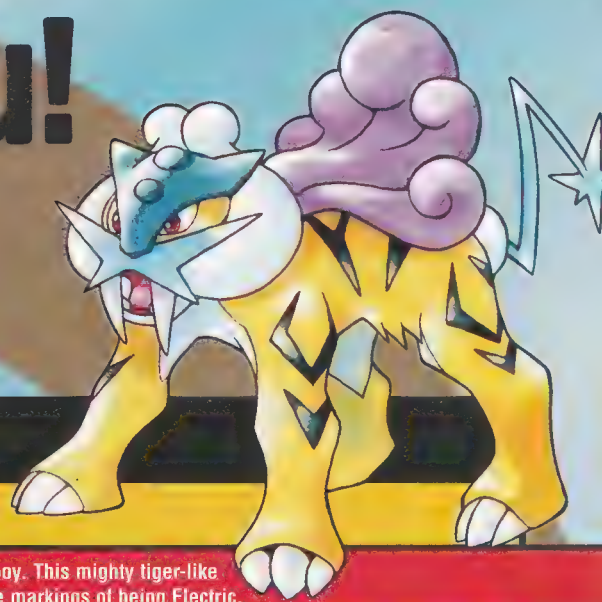
#173 Pii, the little Clefairy!

As bashful as its older siblings, this little guy's powerful Doubleslap attack can have other Pokémon seeing double.



I Challenge You!

Along with these great new features, surprising new challenges await you. In order to beat them, you must know your Pokémon. Here's where all the new gear and Pokémon training will pay off. If at first you don't succeed, try again. The new machines and Pokémon are well worth the effort.



The Shock Badge

If you can make it past the ultra tough Tanba Gym leader, you'll earn the coveted Shock Badge. His Pokémon are tough, but if you've trained yours well, you can leave victorious. Try to field highly evolved Pokémon against this Trainer.

Raikou is a big boy. This mighty tiger-like Pokémon has the markings of being Electric.



To get the badge, you must defeat the Tanba Gym Leader.



After winning the badge, a lady outside of the Gym gives you a Machine that allows you to teach Fly.



Once Pidgey learns Fly, you can catch a ride to different parts of the map. This will be helpful when you need to get to remote areas to catch more Pokémon.

The Red Gyarados of Anger Lake

Anger Lake is filled with many types of Water-type Pokémon. The most fascinating of all, though, is the powerful Red Gyarados!



Out in the middle of the lake a Red Gyarados and a Lapras can be seen playing in the water.



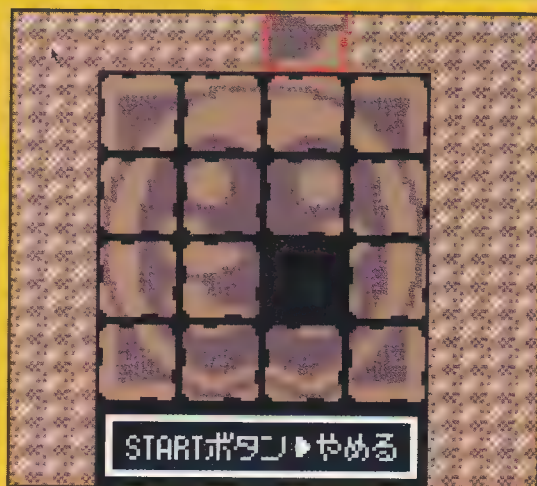
In Anger Lake, you can swim from one end to the other.



If you defeat the mighty Red Gyarados you can use him to catch a ride across the lake.

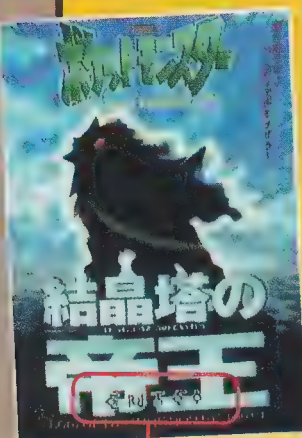
The Mysterious Annoon

Annoon, one of the strangest Pokémon ever, can be found deep in the Arufu Ruins. To find him, you'll have to correctly complete a puzzle game. Solve the puzzle and you'll be allowed to enter the ruins. It'll be worth it! Once you've solved the puzzle, you'll find three different forms of the mysterious Annoon in the ruins.

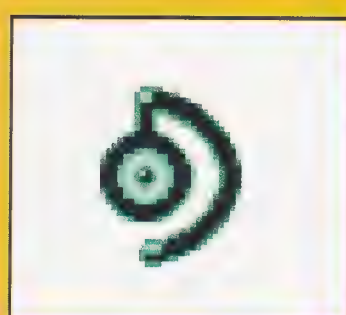
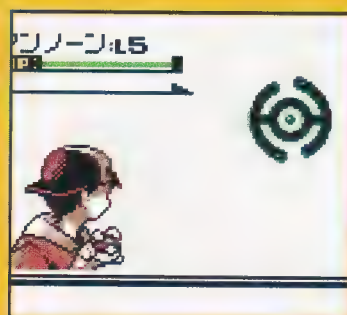


This is the puzzle that unlocks the Arufu Ruins. To solve it you have to correctly match the corresponding puzzle pieces to form this image. Make a mistake and you'll be denied entrance.

You've done it! You're now in the Arufu Ruins.



Annoon will be featured in the third movie.



Look around long enough and you'll be able to find three forms of the mysterious Pokémon, Annoon.

The Dancing Goddess

To be able to swim to the many different islands, you'll need the Swim Machine. While the Surf Technique (found in *Red*, *Blue*, and *Yellow*) also enables you to cross water, the Swim Machine will offer you other abilities that are still unknown.



In this house you'll find the Dancing Girls.



Defeat the Dancing Goddess in battle and you will be able to use the Swim Machine.

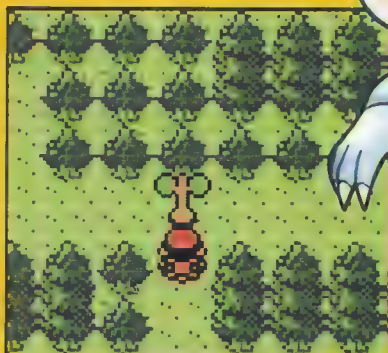


The Stone Breaking Machine

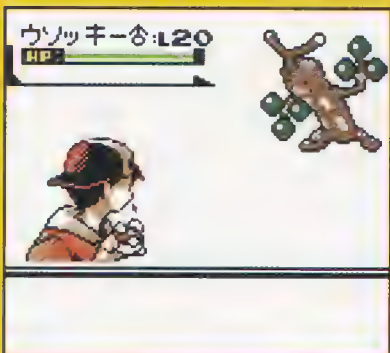
Defeat the stubborn Tree-type Pokémon, Usokki, and you'll receive one of the most valuable tools in *Gold* and *Silver*, the Stone Breaking Machine. The machine will break stones allowing you to enter blocked caves and rooms. This is invaluable to retrieve all the items available in the game.



In Kogane City, this lady will give you a water pot for Usokki.



Watering Usokki will wake him up! He'll start to shake.



Now that he's been watered, he's ready to battle you!



Defeat Usokki and this man will give you the Stone Breaking Machine.



Now, with your newfound Stone Breaking ability, you're able to demolish this rock!



Odairu, a fearsome alligator-like Pokémon, is the final evolution of Waininoko.

Shake Those Trees

You never know what will happen when you shake your bike into a "shaking" looking tree.



Ramming your bike into certain trees will cause either a Pokémon or a fruit to fall to the ground. This time around, it's a fruit.



Take the fruit to this old man. Leave it with him and he'll turn it into a Poké Ball!

Poké Tourist

There will be wonderful new locales to visit in these two games. While you're enjoying the sights, you'll find great items to help you continue on your adventures. Remember you'll have to explore it all to catch 'em all.



Waininoko is a playful Water-type Pokémon that you can start out with.

Finding items in Nature Park

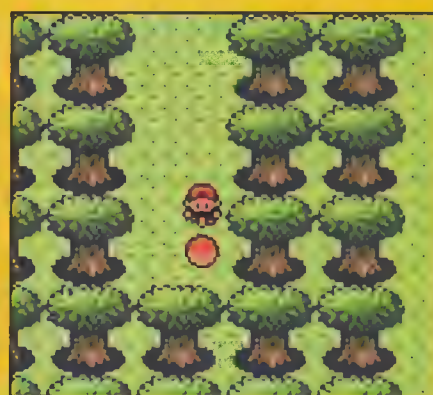
The Nature Park is a lush area teeming with wild Pokémon. Here you'll find two important items that you must have to complete your quest to become a Master Pokémon Trainer: the Medicine Ball and Machine 28. The Medicine Ball will help your Pokémon recover after a power-draining battle. The effects of Machine 28 are as yet unknown.



Hop the fence to enter the Nature Park. Once inside, you're free to search for valuable items and fierce wild Pokémon.



The first item you'll find is a powerful Medicine Ball.



Venture deeper into the park and you'll find Machine 28 behind a row of trees.

The Asagi City Lighthouse

What are you going to do when your Pokémon falls ill? Well, you'll head to Asagi City to find Mikan the Lighthouse Gym Leader. Once there, the helpful Trainer will offer you a cure for what ails your poor Pokémon.



When your Pokémon becomes ill, you'll have to head to Asagi City to get medicine.



The Lighthouse Gym leader, Mikan, gives you an Orange Medicine that helps your Pokémon to recover.

The Fun Doesn't Stop Here!

Gold and Silver Toyland

Of course, where there's new Pokémon, there's new toys.



New Pokémon, new toys.

I've Got a Pikachu in My Pocket

Pocket Pikachu Color will make its debut along with *Pokémon Gold* and *Silver*. This color version of the older Pocket Pikachu that was released along with *Red* and *Blue* will sport some great new features. Like the older virtual pet device, you feed Pikachu volts of electricity when you walk or move the gadget around. The unit will also feature a clock and alarm. The little fellow has a few more tricks up its sleeve though.

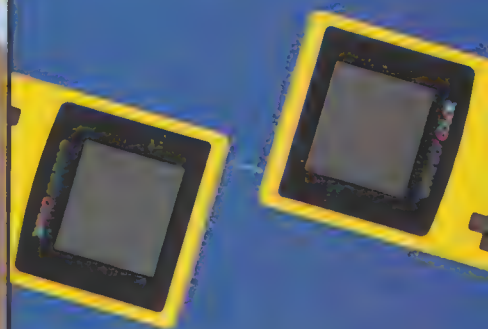
Pikachu may get surprised by a Diglett when it's digging a hole or get knocked over by Ekans while playing a video game. After Pika eats, it'll even brush its teeth. In addition to just caring for the electronic pet, you can now play games with it. You can

gamble watts with the little pocket monster in a game of High/Low. Pikachu displays a single playing card and you'll have to decide if the second card is higher or lower than the first. If you win, you'll add more volts to Pikachu's store. Once Pikachu becomes big and strong, you can use the new infrared port on the top of the gadget to transfer the feisty little guy to *Pokémon Gold* and *Silver*. You'll have to unlock the transfer function in the game, first, but it should be well worth it if you have a kick-butt Pokémon. You'll also be able to transfer watts between two different Pocket Pikachu Colors. This little toy will make a great addition to your Pokécollection.



Game Boy Link Cable

Just like in *Red*, *Blue*, and *Yellow*, you can battle your friends or trade Pokémon with the Game Boy Link Cable. New to *Gold* and *Silver*, you can also use the cable to send new togs to your friends.



All trades and battles with the link cable are set up in this lobby.

The Next 100...

Pokémon Gold and *Silver* look to be the coolest Pokémon games yet. Not only are they loaded with new tools, exciting new areas to explore, and new challenges to test your skills as a Pokémon Trainer, there are a hundred new Pokémon to capture and train! And now it's time to meet them. Prepare yourself Pokemaniac, I'm about to give you an exclusive first look at all the new Pokémon. Buckle your seatbelt and turn the page!

GameBoy Image

What the Pokémon looks like in the new games

Number & Name

Pokédex number and Japanese name

Type & Stats Area

Type of Pokémon as well as their height & weight



163 HOO HOO

TYPE 1: Normal TYPE 2: Flying

HEIGHT: Unknown WEIGHT: Unknown

This funny looking owl can be found late at night ready to fight with nine attacks.




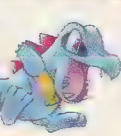





Information Box

Vital information on the new Pokémon

Line Art Image

What the Pokémon looks like in cartoon form

	152 CHIKORIITA TYPE 1: Grass TYPE 2: HEIGHT: 2'11 WEIGHT: 14 lbs. This pint-size Pokémon can learn Razor Leaf and other Grass attacks. It has ten attacks.			162 OOTACHI TYPE 1: Normal TYPE 2: HEIGHT: 5'10 WEIGHT: 71 lbs. The bigger and badder version of Otachi can learn a variety of normal attacks, nine in all.	
	153 BEIRIFU TYPE 1: Grass TYPE 2: HEIGHT: Unknown WEIGHT: Unknown An evolved version of Chikorita that likes to use the Vine Whip attack. It has twelve attacks.			163 HOO HOO TYPE 1: Normal TYPE 2: Flying HEIGHT: Unknown WEIGHT: Unknown This funny looking owl can be found late at night ready to fight with nine attacks.	
	154 MEGANI TYPE 1: Grass TYPE 2: HEIGHT: 5'10 WEIGHT: 221 This evolved version of Chikorita loves to use the powerful Solar Beam attack. Twelve attacks in all.			164 YORUNOZUKU TYPE 1: Normal TYPE 2: HEIGHT: 5'2 WEIGHT: 89 lbs. Yorunozuku is as strong as it is wise. It can learn over ten powerful attacks.	
	155 HINOARSHI TYPE 1: Fire TYPE 2: HEIGHT: 1'7 WEIGHT: 17 lbs. Packing a fiery punch, Hinoarshi is surprisingly strong for its size. It has eight attacks.			165 REDIBA TYPE 1: Bug TYPE 2: HEIGHT: Unknown WEIGHT: Unknown It may look like a cute little ladybug, but in battle it's as tough as nails with its ten attacks.	
	156 MAGUMARASHI TYPE 1: Fire TYPE 2: HEIGHT: 2'11 WEIGHT: 41 lbs. Wild Magumarashi are known to use Growl and Slash attacks when confronted. It has nine attacks in all.			166 REDIAN TYPE 1: Bug TYPE 2: HEIGHT: 4'7 WEIGHT: 78 lbs. A fully evolved Rediba that can learn a bunch of different attacks. It has 11 attacks in all.	
	157 BAKUFAN TYPE 1: Fire TYPE 2: HEIGHT: 5'7 WEIGHT: 175 lbs. With a collar of flaming embers, Bakufan is a strong Pokémon with a mean flame-thrower attack. Ten attacks in all.			167 OTAMARU TYPE 1: Bug TYPE 2: Poison HEIGHT: 1'7 WEIGHT: 18 lbs. This creepy spider-like Pokémon spins a dangerous web of ten attacks.	
	158 WANINOKO TYPE 1: Water TYPE 2: HEIGHT: 1'11 WEIGHT: 20 lbs. This pre-evolved Water-type Pokémon is easy to train and fight. It has nine attacks.			168 ARIADOSU TYPE 1: Bug TYPE 2: Poison HEIGHT: 3'7 WEIGHT: 73 lbs. Deadlier than a Black Widow, you don't want this bug sneaking into your bed at night. It has 12 attacks!	
	159 ARIGEITSU TYPE 1: Water TYPE 2: HEIGHT: 3'7 WEIGHT: 55 lbs. Although it's only the second evolution, Arigeitsu can learn strong defensive tactics. It has a whopping 12 attacks!			169 KUROBA TYPE 1: Poison TYPE 2: Flying HEIGHT: 5'10 WEIGHT: 165 lbs. With the ability to learn many poison attacks, Kuroba is one tough cookie. I don't know how many attacks it has, though.	NOT AVAILABLE
	160 ODAIRY TYPE 1: Water TYPE 2: HEIGHT: 7'6 WEIGHT: 195 A fearsome crocodile-looking Pokémon that can learn every powerful Water attack. It has a total of 11 attacks in its arsenal.			170 CHONCHI TYPE 1: Water(?) TYPE 2: HEIGHT: 1'7 WEIGHT: 26 lbs. Hardly anything is known about this weird-looking Pokémon. It has an unknown number of attacks.	NOT AVAILABLE
	161 OTACHI TYPE 1: Normal TYPE 2: HEIGHT: 2'7 WEIGHT: 13 lbs. Although it's small in stature, Otachi can slap an unsuspecting trainer senseless with its tail. It has seven attacks.			171 RANTAN TYPE 1: Water(?) TYPE 2: HEIGHT: 3'11 WEIGHT: 49 lbs. A strange evolution of Chonchi perhaps. What am I talking about, Chonchi is strange to begin with. Unknown number of attacks.	NOT AVAILABLE

	172 PICHU TYPE 1: Electric TYPE 2: HEIGHT: 11 in. WEIGHT: 4 lbs. A cuter version of Pikachu that will shock you silly. It has an unknown number of attacks.		NOT AVAILABLE	182 KEREIHANA TYPE 1: Grass TYPE 2: HEIGHT: Unknown WEIGHT: Unknown A Grass-type Pokémon of mysterious origins. Proceed with caution, it has five dangerous attacks.	
	173 POLI TYPE 1: Normal TYPE 2: HEIGHT: 11 in. WEIGHT: 6 lbs. A baby Clefairy that loves to play around, but has an unknown number of attacks.			183 MARIL TYPE 1: Water TYPE 2: HEIGHT: Unknown WEIGHT: Unknown Although Maril looks like a blue Pikachu, it is really a Water-type Pokémon with an unknown number of attacks.	
	174 PUPURIN TYPE 1: Normal TYPE 2: HEIGHT: 11 in. WEIGHT: 2 lbs. Pupurin, a baby Jigglypuff, may be small, but they can sing better than the Backstreet Boys.			184 MARILU TYPE 1: Water TYPE 2: HEIGHT: 2'7 WEIGHT: 62 lbs. An evolved version of Maril who can learn many powerful Water techniques. It has an unknown number of attacks.	NOT AVAILABLE
	175 TOGEPI TYPE 1: Normal TYPE 2: HEIGHT: Unknown WEIGHT: Unknown This little Pokémon has finally come out of its shell with a stunning seven attacks in its arsenal.			185 USOKKI TYPE 1: Rock TYPE 2: HEIGHT: 3'11 WEIGHT: 83 lbs. This walking, talking tree is easy to find but tough to defeat. It has nine attacks.	
	176 TOGETCHIKKU TYPE 1: Normal TYPE 2: Flying HEIGHT: 1'11 WEIGHT: 7 lbs. An evolved version of Togepi that can learn more than five attacks.			186 NYOROTONO TYPE 1: Grass(?) TYPE 2: HEIGHT: 3'7 WEIGHT: 74 lbs. A mysterious Pokémon of an unknown type with an unknown number of attacks. It sure is cute though.	NOT AVAILABLE
	177 NETEI TYPE 1: Flying(?) TYPE 2: HEIGHT: 7 in. WEIGHT: 4 lbs. Sylvester the Cat would love to get his claws on this green Tweety-like Pokémon. It has an unknown number of attacks.	NOT AVAILABLE		187 HANE TYPE 1: Grass TYPE 2: Flying HEIGHT: 1'3 WEIGHT: 1 lbs. This Grass Pokémon looks like a tomato, but flies like an airplane. It has ten attacks.	
	178 NETEIO TYPE 1: Flying(?) TYPE 2: HEIGHT: 4'11 WEIGHT: 33 lbs. An evolved version of Nettei that seems to have eyes on its chest. It has an unknown number of attacks.	NOT AVAILABLE		188 POPO TYPE 1: Grass TYPE 2: Flying HEIGHT: 1'11 WEIGHT: 2 lbs. An strange evolved version of Hane that is green and mean. I thought tomatoes turn red when ripe. Twelve attacks in all.	
	179 MERIPU TYPE 1: Electric TYPE 2: HEIGHT: 1'11 WEIGHT: 17 lbs. Don't sneak up behind this sheep-like Pokémon at night, its shockingly strong with seven attacks to fend off Poké Balls.			189 WATAKKO TYPE 1: Grass TYPE 2: Flying HEIGHT: 2'7 WEIGHT: 6 lbs. The final evolved version of Hane is a Pokémon to be reckoned with. It has a butt-kicking 12 attacks.	
	180 MOKOKO TYPE 1: Electric TYPE 2: HEIGHT: 2'7 WEIGHT: 29 lbs. Electric attacks are what Mokoko knows best, so be on your toes when battling. It has eight attacks that'll rock your world.			190 EIPAMU TYPE 1: Normal TYPE 2: HEIGHT: 2'7 WEIGHT: 25 lbs. This Normal-type Pokémon can slap you around with its handy tail. It has eight attacks.	
	181 DENRYU TYPE 1: Psychic TYPE 2: HEIGHT: 4'7 WEIGHT: 135 lbs. Psychic attacks that can ruin your day are part of this Pokémon's grab bag of attacks. Ten attacks in all.			191 HIMANATTU TYPE 1: Grass TYPE 2: HEIGHT: 11 in. WEIGHT: 3 lbs. It looks like a pineapple, but this Grass-type Pokémon packs a punch with six attacks. Dole won't be knocking on its door.	



192 KIMAWARI

TYPE 1: Grass TYPE 2:
HEIGHT: 2'7 WEIGHT: 18 lbs.

This flower-like Pokémon has a sunny disposition. It has seven attacks for those days it's in a bad mood.



202 SONANSU

TYPE 1: Water(?) TYPE 2:
HEIGHT: 4'3 WEIGHT: 62 lbs.

A waterdrop-like monster that looks as menacing as a tornado. It has an unknown number of attacks.

NOT AVAILABLE



193 YANYANMA

TYPE 1: Bug(?) TYPE 2:
HEIGHT: 3'11 WEIGHT: 83 lbs.

This big bug floats like a butterfly and stings like a bee. It has an unknown number of attacks.

NOT AVAILABLE



203 KIRINRIKI

TYPE 1: Psychic(?) TYPE 2:
HEIGHT: 4'11 WEIGHT: 91 lbs.

This two-ended Pokémon looks like it could be a mascot for Toys'R Us. It has an unknown number of attacks.

NOT AVAILABLE



194 UPAA

TYPE 1: Water TYPE 2: Ground
HEIGHT: 1'3 WEIGHT: 18 lbs.

Maybe the antenna-like ears on this watery creature helps it get good reception. It has eight attacks.



204 KUNUGIDAMA

TYPE 1: Bug TYPE 2:
HEIGHT: 1'11 WEIGHT: 15 lbs.

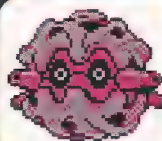
What's this? A pinecone fell off of a tree. Nope, it's a new Pokémon.



195 NUO

TYPE 1: Water TYPE 2: Ground
HEIGHT: 4'7 WEIGHT: 165 lbs.

This big boy is at home on both land and sea with its eight attacks.



205 FUORETOSU

TYPE 1: Bug TYPE 2:
HEIGHT: 3'11 WEIGHT: 277 lbs.

Don't get stuck in a minefield of these Pokémon. It has ten explosive attacks.



196 EFUI

TYPE 1: Psychic(?) TYPE 2:
HEIGHT: 2'9 WEIGHT: 52 lbs.

A forked-tail Pokémon that looks light on its feet and quick to strike with its ten attacks.



206 NOKOKCHI

TYPE 1: Water(?) TYPE 2:
HEIGHT: 4'11 WEIGHT: 30 lbs.

This Pokémon is truly a monstrous sight to behold. It has an unknown number of attacks.

NOT AVAILABLE



197 YANYAN

TYPE 1: Psychic(?) TYPE 2:
HEIGHT: 3'3 WEIGHT: 59 lbs.

A bunny-eared pocket monster that would definitely beat the tortoise in a race. It has a whopping ten attacks.



207 GURAIGA

TYPE 1: Bug(?) TYPE 2:
HEIGHT: 3'7 WEIGHT: 142

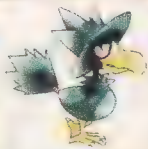
A bat gets stuck in a teleportation device with a crab and look at what you get! Its number of attacks is unknown.



198 YAMIKARASU

TYPE 1: Flying TYPE 2:
HEIGHT: 1'7 WEIGHT: 4 lbs.

This crow looks like it flies around on a broom and cackles. It has an unknown number of attacks.



208 HAGANERU

TYPE 1: Ground TYPE 2:
HEIGHT: 30 ft. WEIGHT: 681 lbs.

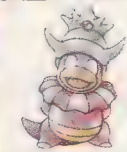
Haganeru looks like a snake without any skin. Eeeeww. Its big and mysterious with an unknown number of attacks.



199 YADOKING

TYPE 1: Water TYPE 2: Psychic
HEIGHT: Unknown WEIGHT: Unknown

This evolution of Slowpoke translates PokéSpeak into human speak, but its number of attacks are unknown.



209 SNUBBLE

TYPE 1: Normal TYPE 2:
HEIGHT: 1'11 WEIGHT: 17 lbs.

Although I don't know how many attacks it has, this is one tough bulldog ballerina. 'Nuff said.

NOT AVAILABLE



200 MUUMA

TYPE 1: Ghost(?) TYPE 2:
HEIGHT: 2'3 WEIGHT: 2 lbs.

This ghostly sight looks like its all hair and attitude. It's mysterious with an unknown number of attacks.

NOT AVAILABLE

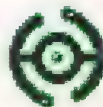


210 GURANBURA

TYPE 1: Normal(?) TYPE 2:
HEIGHT: 4'7 WEIGHT: 107 lbs.

This junkyard dog has incisors that can penetrate raw steel. It has an unknown number of attacks.

NOT AVAILABLE



201 ANNOON

TYPE 1: Psychic TYPE 2:
HEIGHT: 1'7 WEIGHT: 11 lbs.

Annoon can be found in many different forms and will be featured in the third movie. It has one attack.

NOT AVAILABLE



211 HARISEN

TYPE 1: Water(?) TYPE 2:
HEIGHT: 1'7 WEIGHT: 8 lbs.

A flying puffer fish that you wouldn't want to meet in a sushi bar. It has an unknown number of attacks.

NOT AVAILABLE



212 HATSAMU

TYPE 1: Bug(?) TYPE 2:
HEIGHT: 5'10 WEIGHT: 260 lbs.

Hatsamu can tear flesh and rock with its frightening mandible claws. It has a deadly but unknown arsenal.



222 SANIGO

TYPE 1: Water TYPE 2:
HEIGHT: 1'11 WEIGHT: 11 lbs.

A jellyfish-like blob, Sanigo may have a wicked sting. It has an unknown number of attacks.

NOT AVAILABLE



213 TSUBOTSUBO

TYPE 1: Bug TYPE 2: Rock
HEIGHT: Unknown WEIGHT: Unknown

This shy little guy withdraws its head in and out of its shell when it gets excited. It has seven attacks to fend off foes.

NOT AVAILABLE



223 TEPOUO

TYPE 1: Water TYPE 2:
HEIGHT: 1'11 WEIGHT: 26 lbs.

I'm not sure if this Pokémon will fit in your goldfish bowl. This fellow looks like a relative of Magikarp.

NOT AVAILABLE



214 HERAKUROSA

TYPE 1: Bug TYPE 2: Fighting
HEIGHT: 4'11 WEIGHT: 119 lbs.

This beetle-like monster's shell is tough as nails. It also has nine attacks when it needs to go on the offensive.



224 OKUTAN

TYPE 1: Water TYPE 2:
HEIGHT: 2'11 WEIGHT: 62 lbs.

You wouldn't want to be caught in the tentacles of this octopus-like Pokémon. It has an unknown number of attacks.

NOT AVAILABLE



215 NYURA

TYPE 1: Grass(?) TYPE 2:
HEIGHT: 2'11 WEIGHT: 61 lbs.

This feline is nimble and deadly with razor-sharp feathers and claws. Unfortunately, I'm not sure how deadly.



225 DERIBADO

TYPE 1: Flying(?) TYPE 2:
HEIGHT: 2'11 WEIGHT: 35 lbs.

Ho, ho, ho! This penguin impersonating Santa is sure to get a laugh. It has an unknown number of attacks.

NOT AVAILABLE



216 HIMEGUMA

TYPE 1: Normal(?) TYPE 2:
HEIGHT: 1'11 WEIGHT: 19 lbs.

This deceptive cutey will become a deadly grizzly when it evolves. It has an unknown number of attacks.

NOT AVAILABLE



226 MATAI

TYPE 1: Water TYPE 2:
HEIGHT: 6'10 WEIGHT: 485 lbs.

Although not as fast a Corvette Stingray, this water monster's quick to sting. It has an unknown number of attacks.

NOT AVAILABLE



217 RINGUMA

TYPE 1: Normal(?) TYPE 2:
HEIGHT: 5'10 WEIGHT: 277 lbs.

This bad boy ain't no circus animal. A trainer would have a hard time controlling this rambunctious bear.

NOT AVAILABLE



227 EAMUDO

TYPE 1: Flying(?) TYPE 2:
HEIGHT: 5'6 WEIGHT: 111 lbs.

This buzzard may circle those parched Pokémon lost in a desert. It has an unknown number of attacks.

NOT AVAILABLE



218 MAGUMAGGU

TYPE 1: Fire(?) TYPE 2:
HEIGHT: 2'3 WEIGHT: 77 lbs.

Ouch! Don't burn me! This hot lava monster is one fiery fiend. It has an unknown number of attacks.

NOT AVAILABLE



228 DERUBIRU

TYPE 1: Fire TYPE 2:
HEIGHT: 1'11 WEIGHT: 23 lbs.

A husky that's a sight to behold when you're stuck in an avalanche. It has an unknown number of attacks.



219 MAGUKARUGO

TYPE 1: Fire(?) TYPE 2:
HEIGHT: 2'7 WEIGHT: 121 lbs.

This gooey Pokémon has an unknown number of attacks, but I'm sure its too hot to handle.

NOT AVAILABLE



229 HERUGA

TYPE 1: Fire TYPE 2:
HEIGHT: 4'7 WEIGHT: 77 lbs.

This fire-breathing devilish dog would give any trainer a run for the money. It has an unknown number of attacks.

NOT AVAILABLE



220 URIMUMU

TYPE 1: Normal(?) TYPE 2:
HEIGHT: 1'3 WEIGHT: 14 lbs.

Not much is known about this strange little fellow, including the number of attacks it has.

NOT AVAILABLE



230 KINGUDORA

TYPE 1: Water TYPE 2: Dragon
HEIGHT: 5'10 WEIGHT: 335 lbs.

This pocket monster looks like a mutated sea monkey. It has an unknown number of attacks.

NOT AVAILABLE



221 INOMU

TYPE 1: Ground TYPE 2:
HEIGHT: 3'7 WEIGHT: 123 lbs.

A woolly mammoth-like Pokémon that survived the Ice age. It has an unknown number of attacks.

NOT AVAILABLE


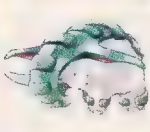




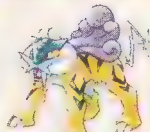
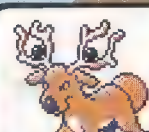
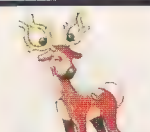

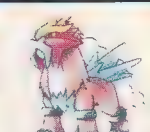




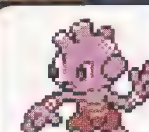
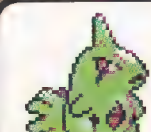



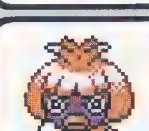

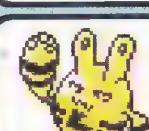

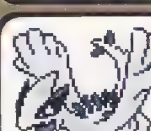

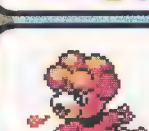

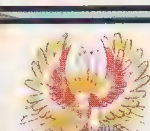


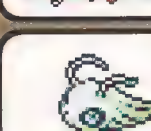


231 GOMAZOU

TYPE 1: Normal(?) TYPE 2:
HEIGHT: 1'7 WEIGHT: 73 lbs.

This elephant-like Pokémon won't fight for peanuts. It has an unknown number of attacks.

NOT AVAILABLE

	232 DONFAN TYPE 1: Ground TYPE 2: HEIGHT: Unknown WEIGHT: Unknown This beast won't tread lightly when it's put into a Pokémon battle. It has an unknown number of attacks.			242 HAPINASU TYPE 1: Normal TYPE 2: HEIGHT: 4'11" WEIGHT: 103 lbs. A Chansey relative, this egg-shaped pocket monster carries around an egg of its very own. It has an unknown number of attacks.	
	233 PORIGON 2 TYPE 1: Normal TYPE 2: HEIGHT: 1'11" WEIGHT: 71 lbs. It's unknown how many attacks this evolution to the original Porygon.	NOT AVAILABLE		243 RAIKOU TYPE 1: Electric(?) TYPE 2: HEIGHT: 6'2" WEIGHT: 392 lbs. Not much is known about Raikou, but you wouldn't want to meet this fearsome beast in Viridian Forest.	
	234 ODOSHISHI TYPE 1: Normal TYPE 2: HEIGHT: 4'7" WEIGHT: 156 lbs. I doubt you could mount this eight-point buck on your wall. This reindeer-like Pokémon's got seven attacks.			244 ENTEI TYPE 1: Fighting(?) TYPE 2: HEIGHT: 6'10" WEIGHT: 436 lbs. This majestic specimen could be an evolution of the Raikou, but it's more likely this lion-like monster is a species of its own.	
	235 DOOBURU TYPE 1: Normal(?) TYPE 2: HEIGHT: 3'11" WEIGHT: 127 lbs. Picasso he ain't. But at night, this little guy sure can paint the town red. It has an unknown number of attacks.			245 SUIKUN TYPE 1: Water(?) TYPE 2: HEIGHT: 6'6" WEIGHT: 512 lbs. Another sleek feline, this Pokémon moves like poetry in motion. It looks dangerous, but its number of attacks is unknown.	
	236 BARUKI TYPE 1: Fighting(?) TYPE 2: HEIGHT: 2'3" WEIGHT: 46 lbs. Everybody's kung-fu fighting. This rascally fellow is fast on his feet and has fists of fury. It has an unknown number of attacks.	NOT AVAILABLE		246 YOGIRASU TYPE 1: Water(?) TYPE 2: HEIGHT: 1'11" WEIGHT: 158 lbs. A frog-like Pokémon that probably won't become a prince if you kiss it. It has an unknown number of attacks.	NOT AVAILABLE
	237 KAPOERA TYPE 1: Fighting TYPE 2: HEIGHT: 4'7" WEIGHT: 105 lbs. This spinning-top martial artist is fast on its head and deadly with its feet. It has an unknown number of attacks.			247 SANGIRASU TYPE 1: Bug TYPE 2: HEIGHT: 3'11" WEIGHT: 335 lbs. I hope this critter has a better attack than Metapod's Harden. It has an unknown number of attacks.	NOT AVAILABLE
	238 MUCHURU TYPE 1: Psychic TYPE 2: HEIGHT: 1'3" WEIGHT: 13 lbs. This wicked psychic will make you think your a chicken. Cluck, cluck. It has an unknown number of attacks.	NOT AVAILABLE		248 BANGIRASU TYPE 1: Ground(?) TYPE 2: HEIGHT: 6'6" WEIGHT: 445 lbs. Tokyo was evacuated once before for a beast that looked like this. This Pokémon looks ready to rumble.	NOT AVAILABLE
	239 ELEKID TYPE 1: Electric TYPE 2: HEIGHT: 2'11" WEIGHT: 51 lbs. Ready to take the limelight from Pikachu, this electric Pokémon appears in the upcoming Pokémon movie.			249 LUGIA TYPE 1: Flying TYPE 2: Psychic HEIGHT: 17' WEIGHT: 476 lbs. This Pokémon is the star of the upcoming Pokémon movie and has the ability to telepathically talk with Ash and pals.	
	240 BUBII TYPE 1: Fire TYPE 2: HEIGHT: 2'3" WEIGHT: 47 lbs. Even as a youngster, the baby version of Magmar, has some flamethrower attacks. It has an unknown number of attacks.	NOT AVAILABLE		250 HOUHOU TYPE 1: Flying TYPE 2: HEIGHT: 12'5" WEIGHT: 438 lbs. Houhou is another major Pokémon. He appears on the box cover of Pokémon Gold, but has an unknown number of attacks.	
	241 MILK TANK TYPE 1: Normal TYPE 2: HEIGHT: 3'11" WEIGHT: 166 lbs. Got milk? Well this Pokémon does, although we don't know what good a milkshake attack will do...			251 SEREBII TYPE 1: Ghost(?) TYPE 2: HEIGHT: 1'11" WEIGHT: 11 lbs. This Casper-like monster is no friendly ghost. It has an unknown number of attacks.	NOT AVAILABLE

Win Mac's Pack!

Hey Pokémaniacs!

Nintendo and Game Freak have created a hundred new Pokémon, and they're on the way, but I want to see what you can come up with. That's right, I want you to create your very own never-before-seen Pokémon! You can base your design on an existing Pokémon, your family pet, or any other kind of person or animal! Have fun, go nuts! Draw it, name it, tell me what type it is, and what it can do, then send it in!

I'll pick the best three and they'll appear in an upcoming magazine being produced by my Hard Core Gaming Guide buds here at Imagine. You could win the pack right off my back! It's filled with awesome Pokégear that will help you as you set off on your own Pokémon adventure!

What are you waiting for?! The clock's a tickin', start drawing and creating your Pokémon!



Here are some things to keep in mind as you start drawing:

- Submissions can be on any form of unlined paper or posterboard.
- You can use pen, pencil, paint, crayon, or markers. Neon ink will not print.
- Artwork cannot be larger than 8 1/2" X 11"
- Do not fold or bend your artwork. Mail it flat if possible.
- Please include a photo of yourself with each entry. Your name, address, date of birth, and telephone number should be on the back.

Grand Prize:

Game Boy Color

Pokémon Gold or Silver (Japanese version)

An Electronic Pokédex

Japanese Neo Card Set

Electronic Poké Ball

Pokémon C Watch

Pokémon Movie Soundtrack

Pokémon Mini Skateboard

Japanese Maril Toy

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One entry per person. All entries become the property of Imagine Media, and cannot be returned. Imagine Media also retains the rights to usage once the entry is

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prize shown is not available or it becomes impossible for the sponsor to award the prize, a prize of equal value will be substituted. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. The name of the winner and their creation will appear in an upcoming Imagine Media publication and on our website www.dailyradar.com. Neither Imagine Media, JanSport, Tiger Electronics, Atlantic Records, Trendmasters nor Nintendo shall be responsible for any damages or expenses that winners might incur as a result of this contest or the receipt of any prize.

TOON TIME



Sit Back, Relax, It's Show Time!

It's the number-one rated kids' show on TV. Since its debut in Japan in 1997, Pikachu and pals have been entertaining audiences the world over. The cartoon is one of the best ways to

experience the world of Pokémon 'cause it shows more of Ash's world than a game ever could — and each week we're treated to a new adventure! I've watched and reviewed the first thirty-six episodes, made comments

Guide to Ratings

Must-See

One of the classics.



OK

Has some interesting moments.



Don't Bother

Stays on the shelf in any collection.



about major events, and marked most of the introductions of a Pokémon or Trainer. Check out this guide for cool things that you may have missed and watch 'em all again.

1 Pokémon, I Choose You!



At our 10, Ash is already a legend in his own mind. When he oversteeps and shows up late to claim his first Pokémon, he gets stuck with a Pikachu that obviously won't do anything for him. Ash talks a good game, but he bungles his first attempt to capture a Pokémon and ends up angering a flock of Spearow.

Poke Facts: Ash is the ultimate Protagonist. Just check out his name. He has a great collection of Pokémon stuff that ranges from Band-Aids to even cartoonish toys of all shapes and sizes.

Poke Facts: In *Pokemon Red* and *Blue* the Game Boy, you play Ash, but you can't pick Pikachu as your starting Pokémon. In *Pokemon Yellow*, you have to take Pikachu as your first Pokémon. The reason Pikachu is more common here for you is that it's blue and like the one in the series (it doesn't even being caught up in a Poke Ball, instead, it likes to follow you around).

Best Moments: When the Spearow attack, things look pretty grim. Then, Ash makes a stand and inspires Pikachu to do what Pikachu does best — blow the Spearow away with a spectacular Thunder Shock attack.

Big Moment: Episode introduces Pikachu and Misty.



2 Pokémon Emergency

Pikachu is in bad shape after debarking a whole flock of Spearow. Ash and Misty rush to the Pokémon Center in Viridian City and end up debarking it from Team Rocket.

Poke Facts: There is a useful card in the *Pokemon* card game called *Pokemon Center* that takes all of your injured Pokémon but gives you energy card from each of them.

Best Moments: Ash and Pikachu rescue Team Rocket by breaking Pikachu up to the generator in Misty's lab, which triggers a fire that destroys the Pokémon Center. The earthquake they both Pikachu as to could have easily been out of Yvonne's Editor's workshop.

Landmark: This is the first appearance of Team Rocket, Officer Jenny, and Nurse Joy.



3 Ash Catches a Pokémon

Ash actually catches two Pokémon, a Caterpie and a Poliwag, in the Viridian Forest. Team Rocket shows up and tells him to hand over Pikachu. He refuses. They fight. Ash wins. It's a poem. And you'll see throughout the cartoon series.

Poke Facts: According to Ash's father, his Caterpie evolved into Metapod very quickly that any other Caterpie on record.

Best Moments: At the beginning of the episode Caterpie and Poliwag share a good moment together, you can't understand what they're saying, but it's obvious Caterpie is telling Poliwag about his life cycle and how it won't work to become a Butterfree.

Big Moment: Ash catches his first Pokémon. This is also the first time a Pokémon ever evolves.



4 Challenge of the Samurai



In the Ash version of the episode, it's a battle to the finish. It's never clear what the battle trainer is looking for, but it's a battle to the finish.

Poké Facts: This episode is long. It's a battle to the finish. It's never clear what the battle trainer is looking for, but it's a battle to the finish.

Poké Facts: The Samurai is a...

to be the Big Catcher character from the Game Boy game. Best Moment: The battle between Misty and the Samurai is the longest fight in the series. Watching the two go back and forth while their trainers looked on in amazement at their own abilities.

Big moment: Ash's battle with the Samurai is his first match. It's a battle to the finish. It's never clear what the battle trainer is looking for, but it's a battle to the finish.



5 Showdown in Pewter City



Ash finally makes it to a gym and all he wants is a badge. He ends up making a friend and gets the badge too, but doesn't really earn either.

Poké Facts: The second time Pikachu has had to eat volts. The first time was during his initial battle against Team Rocket when Ash used a bicycle generator to help Pikachu beat Meowth. They use the same trick against Lieutenant Surge in "Electric Shock Showdown."

Poké Facts: Before Brock joined up

with Ash and Misty, he plays mommy to a small herd of kids. Check out his apron.

Best Moment: Brock's dad helps Ash win his badge by powering up Pikachu. They hook up a generator to an old paddlewheel and pump energy into the little guy until he starts to glow.

Big moment: Brock is introduced and Ash gets his first badge by beating Brock at the Pewter City Gym.



6 Clefairy and the Moon Stone

Ash and friends go to Mount Moon and defend a Clefairy against Team Rocket. The Metronome is seen in action!

Poké Facts: Just like in the game, the Moon Stone is the first Evolution Stone introduced.

Poké Facts: In the video game, the Clefairy's Metronome uses a randomly selected technique. In the card

game, it mimics one of your opponent's attacks. In the cartoon, it causes a really big explosion that rips open the earth. Techniques are cool, but I prefer the big explosion.

Best Moment: When an explosion rips apart the Moon Stone, little chunks of it rain down on a crowd of Clefairy, evolving dozens of them into Clefables.



7 The Water Flowers of Cerulean City

Ash and pals go to Cerulean City and a bit of Misty's past is revealed. Her sisters live there. They're talented and beautiful, but annoying. Team Rocket tries to suck up all the Water Pokémon in Cerulean City, but Pikachu cuts loose with a blast that sends them flying. Will Jesse and James ever learn?

Poké Facts: The Sensational Sisters were created for the cartoon. In the Game Boy game, they don't exist. You fight Misty for the Cascade Badge but she never mentions her sisters.

Poké Facts: Ash's first two badges are given to him by Brock and Misty. In both cases, he doesn't really earn his badge — and won't until he beats Lieutenant Surge to win the Thunder Badge.

Best Moment: Misty's sisters give Ash his badge without a fight. Misty demands to be allowed to fight in their place — and turns out to be a pretty good Trainer.

Big moment: Ash gets his second badge from Misty and her sisters as a reward for helping them.



8 The Path to the Pokémon League



Poké Facts: In the cartoon, Ash chooses Pidgeotto to fight AJ's Sandshrew, even though he usually leads off with Pikachu. If he were playing the card game, this would be a good choice because Sandshrew's Resistance to electrical attacks would give it a definite edge against Pikachu.

Best Moment: AJ uses special exercise equipment, like exercise bands, to train his Pokémon. When Pikachu tries to use the bands, he's jerked into a little ball and has to be rescued. Pikachu bowling anyone?



Ash faces his first real challenge when he meets AJ, a trainer who's won 98 matches in a row. He fights and loses, proving once again that he has a lot to learn.

9 The School of Hard Knocks

In this episode, our hero faces the most terrifying of all foes — elitist snobs from an exclusive school. Ash wanders out of a thick mist onto the grounds of Pokémon Tech and ends up defending a young student from bullies. Go Ash!

Poké Facts: Jesse and James

both went to Pokémon Tech but flunked out.

Best Moment: Ash is humbled when he takes a test and fails miserably.



10 Bulbasaur and the Hidden Valley

Bulbasaur is one of my favorite Pokémon. In this episode, Ash and company defend a wilderness haven for injured Pokémon against Team Rocket. Bulbasaur is the star of the show.

Poké Facts: In the *Red and Blue* Game Boy game, you can only get Bulbasaur as a starting Pokémon. If you chose Charmeleon or Squirtle,

you had to trade for Bulbasaur. Bulbasaur can learn nine techniques, thirteen TMs, and Cut, an important HM that lets you chop your way through obstructions, this makes him a very popular Pokémon.

Best Moment: Team Rocket falls into one of the pit traps that protect the haven from intruders.

Big moment: Bulbasaur joins Ash's team.



11 Charmander—The Stray Pokémon

Charmander is abandoned by its cruel and thoughtless trainer, and it's up to Ash and gang to save it.

Poké Facts: Charmander and Ash are great friends. When it evolves into Charmeleon, though, it gets grumpy and stubborn. In its final evolution as Charizard, it gets even worse and usually ignores Ash alto-

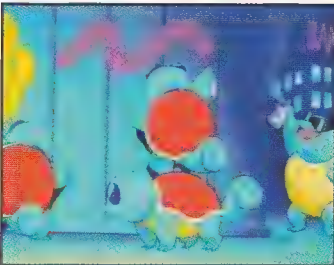
gether. In fact, when Ash finally makes it to the Pokémon League, Charizard costs him an important match. There's gratitude for you!

Best Moment: When Charmander realizes that its trainer is neglectful and decides to go with Ash instead.

Big moment: Ash becomes Charmander's Trainer.



12 Here Comes the Squirtle Squad



all look alike, they're all police officers, and they're all named Jenny. She even has a picture that shows nine of them sitting together!

Poké Facts: This episode is the first time the Rockets use Meowth's unique talent to help them in their schemes. All Pokémon can understand each other. Only Meowth can speak to both Pokémon and humans. This means Meowth can serve as a translator.

Best Moment: Team Rocket turns against the Squirtle Squad and drops bombs on them. Ash shields the Squirtle leader with his body.

Big moment: At the end of the episode, the Squirtle leader takes off the sunglasses and joins Ash.



13 Mystery at the Lighthouse

Team Rocket crushes the dreams of Bill, a Pokémon Researcher. Bill studied Pokémon in his lighthouse while he was waiting for an unidentified Water Pokémon he had discovered years earlier to make contact with him.

Poké Facts: Bill shows Ash several extinct Pokémon. Ash ends up getting a much better look at these Pokémon

in "Attack of the Prehistoric Pokémon." The photographer, Todd, gets a photo of an Aerodactyl carrying Ash in its claws, as seen in the "Pokémon Paparazzi" episode.

Best Moment: When Team Rocket opens fire on the unidentified Pokémon with their

bazookas, James says that "this is rotten, even for us." He got that right.



14 Electric Shock Showdown



Pikachu versus Raichu for the Thunder Badge. It seems like an unfair match until Ash realizes that the Raichu was evolved too early. Ash discovers Pikachu has faster attacks, which it can use to beat the Raichu.

Poké Facts: Nurse Jenny offers Ash a Thunder Stone after Lieutenant Surge's Raichu beats Ash and Pikachu. Ash lets Pikachu decide whether to evolve and the Pokémon refuses the stone. This is the first time one of Ash's Pokémon refuses to evolve, but it won't be the last. Bulbasaur faces a similar choice a

few episodes down the line.

Poké Facts: In *Pokémon Yellow*, you always start the game with Pikachu but you can't evolve the little guy. The only way to get a Raichu is to trade with a friend.

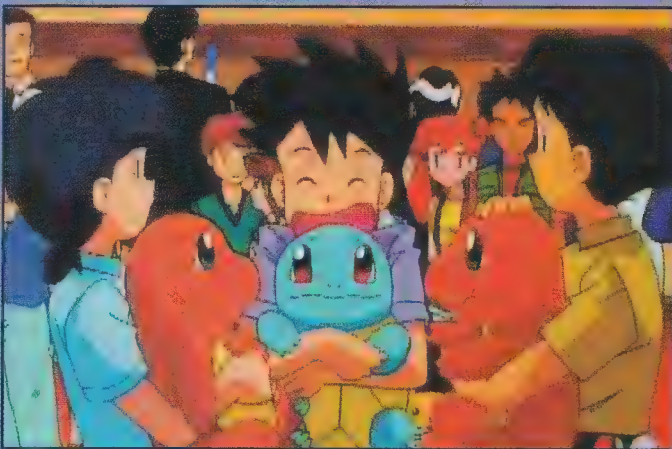
Poké Facts: In the card game, the 40 HP Pikachu is clearly inferior to the 80 HP Raichu. However, there is a slim chance Pikachu could win a one-on-one fight.

Best Moment: Team Rocket is so overwhelmed by Pikachu's brave struggle against incredible odds, they burst into tears. They show up later disguised as a "booster squad" to cheer Pika on. Even Team Rocket recognizes a true hero when they see one.

Big moment: Ash gets his Thunder Badge. This is the first badge that he actually earns by beating a Gym Leader. Misty and Brock finally stop criticizing him long enough to congratulate him.



15 Battle Aboard the S.S. Anne



Team Rocket tries to steal all the Pokémon that are on a cruise ship in order to steal their Poké Balls. This is their dumbest plan yet and backfires big time when all their bombs are counterproductive. The episode ends with the ship sinking and our heroes stuck inside with James, James, and Meowth.

Poké Facts: This is the first time a ship sinks in the series.

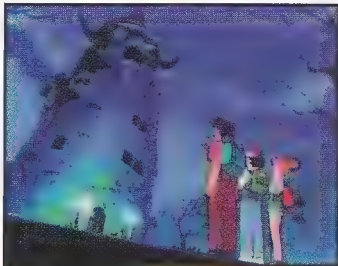
Poké Facts: In this episode, Ash trades his Butterfree for a Radiate using a special machine. The episode is very similar to the first

ing Pokémon movie in the Dark Bay series. At the end of the episode, he changes his mind and trades back.

Best Moment: Team Rocket must quickly flee the ship through the kitchen. James ends up becoming a girl while they are a ship. The Rockets give out one ticket to the S.S. Anne because it's completely. Being a little edge of Frankie heavily, Brock realizes that something is wrong. But they accept the tickets anyway.



22 The Tower of Terror



Ash must brave the terrors of a haunted tower to get a Ghost-type Pokémon that will defeat Sabrina and her Psychic Pokémon. He's expecting to be terrorized by horrific visions, but the ghosts who live there are lonely and playful. At the end of

the episode, Haunter agrees to help Ash battle Sabrina.

Poké Facts: The Tower is "haunted" by Gastly, Haunter, and Gengar. All three are evolutions of the same Pokémon. Gastly can evolve into Haunter with experience, but you can only evolve a Haunter into a Gengar by trading for it.

Poké Facts: There's a Tower of Terror in the Game Boy game. It's called the Pokémon Tower and it's full o' Gastlies and Haunters.

Best Moment: When Ash and Pika get knocked out, they become ghosts themselves. Even as a ghost, Pikachu was still really cute.



23 Haunter vs. Kadabra

It's back to the Saffron City Gym for another match with Sabrina. The Sabrina episodes didn't make a whole lot of sense and didn't seem to fit in with the rest of the series. After Ash endures another barrage of psychic abuse, the Haunter from the Tower defeats Sabrina by making her laugh. Strange.

Poké Facts: In the Pokémon card game, Haunter versus Kadabra is fair. Both are evolved and have 60 HP. Haunter can start using Hypnosis with one Energy and Dream Eater when it has two Energy. Abra has to have three

Energy to use its Super Psy attack. Dream Eater and Super Psy both do 50 points of damage, but Dream Eater only works if the defending Pokémon is asleep. Haunter can put Pokémon to sleep with Hypnosis, but Kadabra gets two chances every turn to wake up. Since Sleep is unreliable, Kadabra would probably be the winner.

Best Moment: Sabrina turns Brock and Misty into dolls when Haunter abandons Ash in the Gym. She puts the Brock and Misty dolls in her

dollhouse where they meet the doll that was once her mother. Creepy!



24 Primeape Goes Bananas



As fun as a barrel of monkeys! On his way to Celedon City, Ash messes around with a Mankey and ends up capturing a Primeape.

Poké Facts: The card game version of Mankey didn't appear until the Jungle Expansion, but it was worth the wait. It has a useful power that lets the player who controls it peek at prize cards. Primeape also appears

in Jungle. It has 70 HP with a Tantrum attack that does 50 damage and has a fifty percent chance of confusing its opponent. No wonder Team Rocket was scared of it.

Poké Facts: In the cartoon, the hat Ash wears is an official Pokémon League hat that he got by winning a contest. In the real world, kids can buy a hat just like the one Ash wears for about \$12.

Poké Facts: Primeape comes in useful in "The Punchy Pokémon" episode, when Ash needs a Fighting-type Pokémon to enter the P1 Pokémon Tournament.

Best Moment: When Team Rocket abuses Mankey, it evolves into a Primeape and turns the tables on the bungling duo.



25 Pokémon Scent-sation



Ash complains that all perfume is a waste of money and gets himself into trouble with a Gym Leader who moonlights as a perfume maker. He makes up for his insensitivity by saving her Gloom from a fire (set by Team Rocket, of course).

Poké Facts: Ash wears a dress this episode, but James is the champion cross-dresser. James even goes so far as to parade around in a stuffed bikini in the "Holiday at Aopulco" episode. His daring swimsuit look kept that episode off the air in the US.

Poké Facts: That white stuff coming out of Gloom's mouth isn't drool — it's nectar.

Best Moment: Team Rocket tricks Ash into distracting everyone while they sneak into the Gym where the secret to Celedon's Pokémon Perfume is kept. They even talk him into dressing up as a little girl, but Pika recognizes him right away.



26 Hypono's Naptime



Some Pokémon have special abilities. Hypono is a Normal-type Pokémon that can put its opponent to sleep with its Hypnosis attack. It's a pretty useful ability to have, but which's going to read why he's so good at it? Well, he's a Pokémon.

Poké Facts: Hypono has the ability to put its opponent to sleep. It's a pretty useful ability to have, but which's going to read why he's so good at it? Well, he's a Pokémon.

Poké Facts: In the Game Boy game, Hypono has the ability to put its opponent to sleep. It's a pretty useful ability to have, but which's going to read why he's so good at it? Well, he's a Pokémon.

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Best Moment: Misty gets Hypono to sleep with her lullaby. It's a pretty useful ability to have, but which's going to read why he's so good at it? Well, he's a Pokémon.

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27 Pokémon Fashion Flash



Team Rocket opens a Pokémon salon on Scissor Street to trick people into leaving their Pokémon with them. It works for a while even though their "makeovers" are bizarre. Jesse and James kidnap Misty, but its Brock and Ash to the rescue!

Poké Facts: Brock falls in love with Susie, the Pokémon Breeder. He actually wants to stay and learn from her. Brock falls in love a lot.

Poké Facts: Very few Pokémon wear clothes or accessories. Alakazam and Kadabra carry spoons, Chansey carries an egg, Cubone and

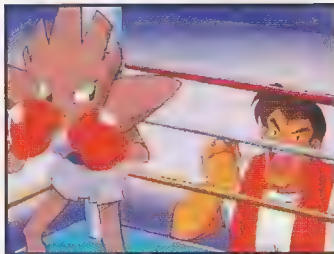
Marowak wear bone helmets and carry bone clubs, Farfetch'd carries a leek, Hitmonchan wears boxing gloves, Machop and Machop wear belts, Primeape wears anklets, and Wartortle has guns in its shell.

Tangela may be wearing shoes. Jynx may be wearing a dress. Those things may be part of their bodies. With Pokémon you can never be sure.

Best Moment: The Rockets dress up Ekans and Koffing to advertise their salon. Usually menacing, it's a riot to see them decked out in makeup and the latest Poké fashions.



28 The Punchy Pokémon



Anthony, a Pokémon Trainer, is obsessed with winning the P1 Grand Prix. He ignores his family to train his Hitmonchan in his private gym. Ash and Brock agree to help Anthony's daughter get her father back. They enter the P1 to beat him so he'll go home. Ash wins with his Primeape and he leaves it with Anthony to train.

Poké Facts: In the card game, Hitmonlee and Hitmonchan are both very popular because they are powerful basic Pokémon.

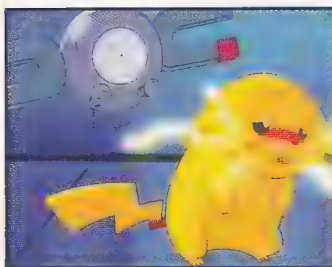
Poké Facts: In the card game, Hitmonchan would win if he fought Hitmonlee. Hitmonlee has 60 HP and an attack that requires three Energy. Hitmonchan can inflict 20 damage for one Energy. By the time Hitmonlee is ready to fight, Hitmonchan has already delivered enough punishment to knock him out.

Poké Facts: In the Game Boy game, you have to choose either Hitmonlee or Hitmonchan after beating the Saffron Fighting Dojo. To get both, you'll have to trade.

Best Moment: Jesse and James ambush a tall trainer named Giant and steal his Hitmonlee to enter the tournament. In order to wear his coat, Jesse has to ride around on James' shoulders. James peeks his head out from under the coat to deliver his half of the motto.



29 Sparks Fly for Magnemite



Grimers are choking the sewers of Gringy City, shutting down the power. Pika gets sick, but Ash saves the day and the city with a little help from a friendly Magnemite.

Poké Facts: In the Pokémon card game, Magnemites have an explosive personality. They have an attack called Self Destruct that blows themselves up. The Game Boy Magnemites don't have this ability. **Best Moment:** While Pikachu was sick, the Magnemite was attracted to it because Pika's polarity was reversed. It acted like it was in love and stalked Ash and company from the moment they entered the city. Once Pikachu recovered, the Magnemite lost interest.



30 Dig Those Diglett!



Diglett stop construction of a dam, because it's destroying their home. Pokémon trainers are called in to fight the Diglett, but the burrowing Pokémon won't battle. Almost a repeat of "Tentacool and Tentacruel."

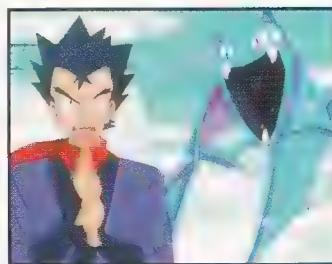
Poké Facts: Gary Oak and his posse show up to taunt Ash again. Gary stays one step ahead of Ash until they reach the Pokémon League Tournament.

Best Moment: In a weird game of "whack a mole," a construction worker grabs a mallet and tries to smash Diglett as they pop up out of the ground. Gary points out that the Diglett duck back into their holes at the speed of light. Now, that's a tough game!

Big moment: Koffing and Ekans evolve into Weezing and Arbok this episode.



31 The Ninja-Poké Showdown



Ninjas are cool. Ninjas who use Pokémon as weapons are extra cool. The Fuchsia Gym is a secret ninja training facility. Ash has to make his way through the ninja traps to Koga, the Gym Leader. Koga is a powerful Trainer and should have defeated Ash easily, but Ash beats him.

Poké Facts: While exploring the Fuchsia Gym, Ash and company encounter invisible walls. These

were inspired by the invisible walls in the Game Boy game. In the original version of the Game Boy game, Koga fights with Koffing, Weezing, and Muk. In *Pokémon Yellow*, he uses Venonat and Venomoths, just like in the cartoon.

Poké Facts: In the Japanese version of the Pokémon card game there are special Koga cards that include Koga's Arbok, Beedrill, Ditto, Ekans, Golbat, Grimer, Kakuna, Koffing, Muk, Pidgeotto, Pidgey, Tangela, Weedle, Weezing, and Zubat, but no Venonat or Venomoth.

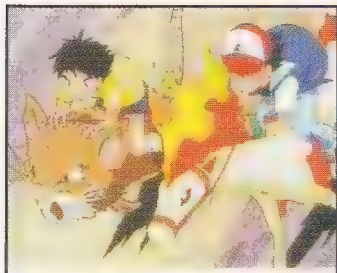
Best Moment: When Koga's sister pins Ash to the wall with throwing stars, Misty criticizes her for her pink costume without missing a beat.

Leave it to Misty to face danger and crack a joke.

Big moment: Ash earns his Soul Badge.



32 The Flame Pokémon-athon



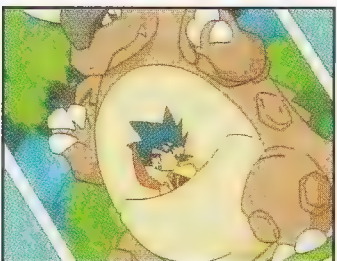
Team Rocket is hired to help Dario win a Pokémon race at the Big P Ranch. Our heroes come to the aid of Lara Laramie, a Pokémon Breeder, whose family runs the ranch.

Poké Facts: In the big race, Dario rides a Dodrio and Ash rides Lara Laramie's Ponyta. They're neck and neck until the Ponyta evolves into a Rapidash. In the Pokémon card game, Dodrio is faster than Ponyta. It has a Retreat Cost of 0, while Ponyta has a Retreat Cost of 1. Rapidash also has a Retreat Cost of 0 so the outcome of the race makes sense.

Best Moment: Pikachu rides Squirtle in the race. They don't do very well, but it's really cute. Pika has some experience, having also ridden Butterfree.



33 The Kangaskhan Kid



What if Tarzan was raised by Kangaskhan in the Safari Zone? It may not be a burning question, but this episode introduces a character who has a lot in common with the famous vine swinger. After helping the Kid fight Team Rocket, our heroes reunite the Kangaskhan Kid with his parents.

Poké Facts: Pokémon can't use

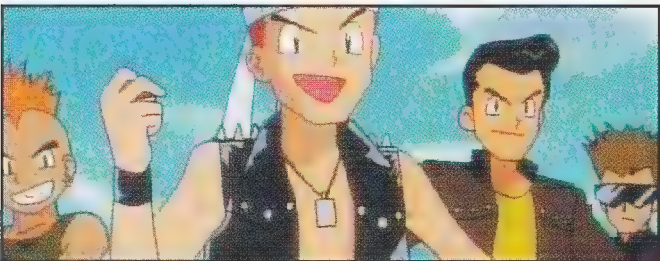
human speech, with the sole exception of Team Rocket's Meowth, but Trainers seem to learn enough Pokéspeak to have a general idea of what their Pokémon are saying. The Kid is the first human who understands and speaks the Pokémon language.

Poké Facts: Kangaskhan are parents who all have a little Kangaskhan in a pouch on their bellies. The little Kangaskhan are never seen as grown partway to adulthood, so it's possible that the little Kangaskhan aren't babies. Very strange.

Best Moment: Team Rocket tries to herd the Kangaskhan using a Kangaskhan robot mounted on a truck.



34 The Bridge Bike Gang



The bridge to Sunny Town has been closed to everything except for bicycle traffic. Nurse Joy asks Ash and company to bike across for her. Naturally, there is a bike gang terrorizing the bridge.

Poké Facts: This is one of the

few episodes that gives us dirt on Jesse and James. Before they joined Team Rocket, they were in a bike gang.

Best Moment: None. This episode was pretty bad.



35 Ditto's Mysterious Mansion

Duplica of the House of Imite is a failure as a performer because she can't teach her Ditto how to change its face. Team Rocket helps out when they capture shape-shifting Pokémon and force it to turn into an exact double of Meowth. Ash and company rescue Ditto so she can start performing again.

Poké Facts: Ditto's ability to mimic other Pokémon has put it near the top of every "Best of" list, including mine.

Poké Facts: Ditto looks like a blob of Silly Putty. It can be molded into any form and copy newsprint if pressed into it.

Best Moment: Duplica dresses up our heroes in Team Rocket costumes and they perform the team's motto, which infuriates Jessie. Funny!



36 Pikachu's Goodbye



When Ash finds a bunch of wild Pikachu, he decides that the best thing for his little friend is some time with its own kind. Ash finally figures out that all Pikachu needs is his friendship.

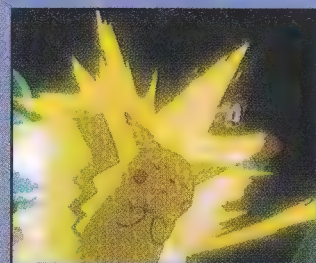
Poké Facts: Pikachu say hello by wrapping their tails together.

Poké Facts: The Pikachu seen in this episode include a couple of little Pikas that were obviously intended to be young. When *Pokémon Silver* and *Gold* hit the shelves, a bunch of baby Pokémon will be introduced that are pre-evolutions of the current Pokémon. One of these babies is Pichu, who looks a lot like Pikachu.

Best Moment: The best moment is when Pika decides to go with Ash instead of staying with the other Pikachu. Ash gives him a big ol' hug. A tear jerker every time.



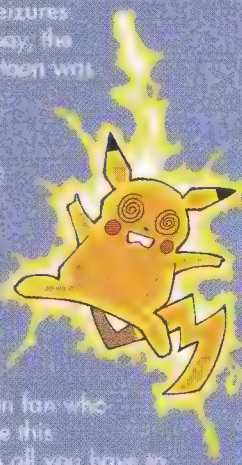
THE LOST EPISODES



These scenes from the banned episode caused seizures, parental concerns, and grief for Nintendo.



So, you think you've seen every Pokémon cartoon episode? Well, there's one you'll never be able to see since it caused Japanese children to flop around on their floors like a Magikarp out of water. The Pokémon adventure in question had a 20-second clip of strobing blue and red lights that apparently caused children and even some adults, to experience seizures. Needless to say, the Pokémon cartoon was immediately pulled from Japanese television. Of course, if it never see the light of day in the US. If you happen to be a die-hard Pokémon fan who just has to see this episode, then all you have to do is hop on the internet at www.gacillies.com/TimoSquare/Portal/7768/download.htm.

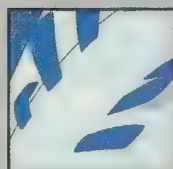


NEW HEROES

LUGIA

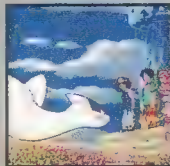
Lugia, the newest Water-type Pokémon, can create very powerful underwater whirlpools when attacked and can fly and swim too.

Lugia makes an appearance on the *Pokémon Silver* box.



He has five blue fins on either side of his back, which have some secret ability. When he swims, these fins lay flat for extra streamlining, and stand erect when he flies

This Pokémon is able to telepathically communicate with humans and is very sympathetic towards Ash.



YADOKING

Yadoking, an evolution of Slowpoke, makes its debut as a Pokémon translator.



GIRARUDAN

Determined to capture Lugia, he'll stop at nothing to complete his Pokémon collection.



Monster Flicks

Two Thumbs Up... Way Up!

They've invaded your hometown once. This summer, Pokémon will be hitting your neighborhood movie theater with the force of Pikachu's Thunder Shock attack, yet again. *Pocket Monsters 2: Revelation* — Lugia, the movie's current Japanese title, centers around new Pokémon from *Gold* and *Silver* and stars Ash and pals.

The story follows a Pokémon collector named Girarudan who learns of a legendary Water Pokémon named Lugia and decides he must add this sea-god to his Pokémon collection. The action takes place on a distant orange-colored land called Asia Island, where, according to legend, Lugia resides. Legend also states that if harm ever came to this Pokémon, the world would end. It's up to Ash to stop Girarudan and prevent his horrible plan to capture Lugia.

Ash is accompanied by familiar friends like Misty, Team Rocket, Pikachu, and Professor Oak. New human characters and Pokémon are also introduced.

Like *Pokémon The First Movie*, the film will also include a 30-minute short. *Pikachu's Exploration Team* stars Pikachu who discovers a secret Pokémon valley where there are lots and lots of wild Pokémon! Several new Pokémon from *Gold* and *Silver* are introduced here, including Hoo-Hoo, the night-time Pokémon, Elekid, an Electric-type Pokémon, and Ladybird, a Bug-type Pokémon. Original faves like Machop, Squirtle, Chansey, and Snorlax also make appearances.

The new movie is expected to hit theaters in Summer 2000.

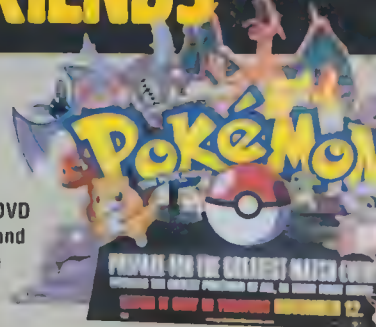




OLD FRIENDS

Pokémon The First Movie is coming to video! The movie, which hit theaters last November, will be released on VHS and DVD March 21st. The VHS and DVD versions will both include a brand new animated short, *The Story of Mewtwo's Origin*,

along with a preview of *Pokémon The Second Movie* that's due out this summer. The DVD will be jam-packed with additional features, including a behind-the-scenes look at the making of the film, "Poke-Fun Facts: The History of Anime," guides to various Pokémon games, an archived version of Nintendo's online Pokédex, and M2M's music video, "Don't Say You Love Me."



Movie Madness

Pokémon The First Movie caused quite a stir when it was released in theaters. The highly anticipated movie was treated to a blockbuster opening by theaters. Pokéfans all over suddenly came down with the Pokéflu, jamming the movie houses on the weekday that the film opened.



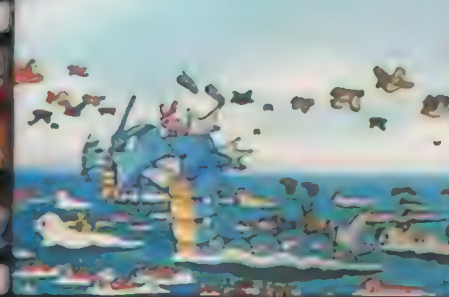
Like most movie soundtracks, *Pokémon The First Movie* features big-name artists like Britney Spears, *NSYNC, and Christina Aguilera; and, like most soundtracks, only a few tracks are really worth a listen. The CD starts with a remixed dance version of the *Pokémon Theme* song, but I prefer the

original theme song. The B*Witched track *Get Happy* and Vitamin C's *Vacation* are great pop songs, but I want sound bites and samples from the movie. The never-before-seen movie clip (accessible only with an internet connection) is a bonus, but you only get one clip and nothing more (enhanced CD, ha!).

☛ A third Pokémon Movie is on the way too!



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Catch 'em All

Become the World's Greatest Pokémon Master

When you play *Pokémon Red*, *Blue*, or *Yellow* on the Game Boy, you must help Ash find, collect, train, and battle all 151 types of Pokémon. At the same time, you'll need to help Professor Oak complete his electronic database, the Pokédex.

To become a Pokémon Master, Ash needs to:

- Complete the Pokédex
- Stop the evil members of Team Rocket from completing their diabolical plan
- Explore the world of Pokémon
- Build up his own Pokémon collection and perfect his Pokémon's fighting skills
- Defeat each of the Pokémon Gym Leaders as well as The Elite Four



HOW TO GET 'EM ALL

Pokémon Red and Blue are identical, except for the types of Pokémon you'll find in each version. Red and Blue each have 124 types of Pokémon that can be obtained without trading. To get the rest, you'll need to trade.

NOT FOUND IN BLUE:

Airbok • Arcanine • Electabuzz • Ekans
Gloom • Growlithe • Mankey • Oddish
Primeape • Scyther • Vileplume

NOT FOUND IN RED:

Bellsprout • Magmar • Meowth • Ninetales
Persian • Pinsir • Sandshrew • Sandslash
Victreebel • Vulpix • Weepinbell

NOT FOUND IN YELLOW:

Airbok • Beedrill • Ekans • Electabuzz • Jynx
Kakuna • Koffing • Magmar • Persian
Weedle • Weezing

LINK UP

Use your link cable or infrared port to trade other players to collect 'em all. Mew can't be captured by playing the game. See page 91.

POWER UP!

Collecting power-ups, like **TMs (Technical Machines)** and **HMs (Hidden Machines)** give your Pokémon new powers and abilities.

HMs, such as **Cut (HM01)**, **Fly (HM02)**, **Surf (HM03)**, and **Strength (HM04)**, are absolutely required to navigate through various parts of the world of Pokémon. For example, you'll need to find **HM01** in order to chop down bushes and other barricades in your path.

To cross bodies of water, you'll need to teach one of your Water-type Pokémon the **Surf** technique. **Fly** allows you to instantly return to any location in the world of Pokémon that you've already explored. Once this technique is learned, you won't have to retrace your steps. This can save you a lot of time. **Strength** is used by Ground-type Pokémon to move heavy objects.

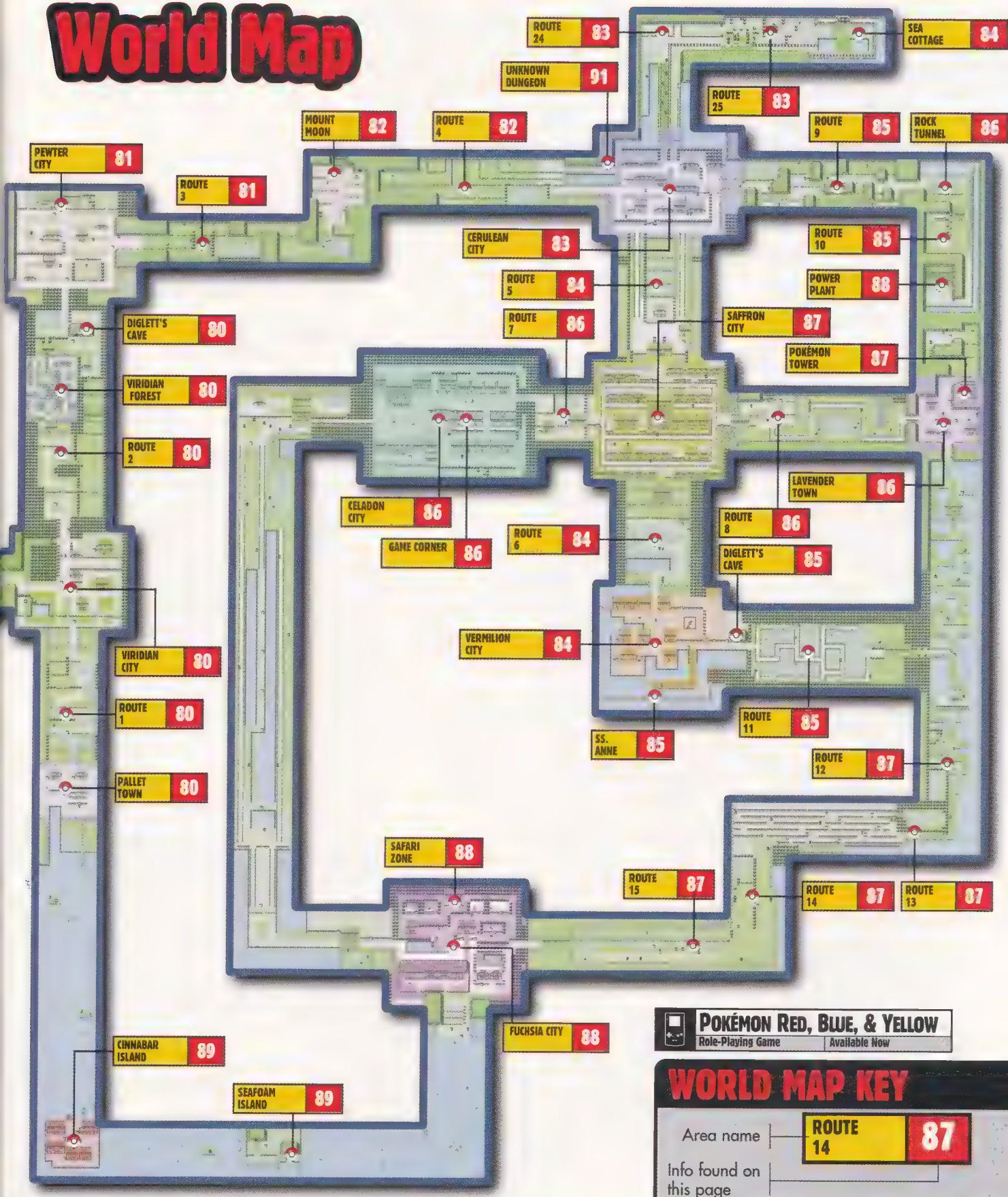
EVOLUTION

Charmander, for example, evolves into Charmeleon when it reaches level 16 and then evolves into Charizard when it reaches level 36.





World Map



WORLD MAP KEY

Area name **ROUTE 14** **87**
Info found on this page

GETTING A GOOD START IN YELLOW

Just because you have Pikachu from the beginning, it doesn't mean you can't get the other usual starters. To recruit Charmander, Squirtle, and Bulbasaur — the very same monsters that appear in the Pokémon TV show — follow these steps:

BULBASAU

Go to the house beside the Cerulean Pokémon Center. A girl inside the house will hand you Bulbasaur.



CHARMANDER: On the way to Viridian City, you'll encounter a bridge with a group of five or six people standing on it. There's a man standing nearby next to some trees, he'll give you Charmander.



SQUIRTLE: Speak with Officer Jenny in the center of Vermilion City after getting the Thunder Badge and she'll give you Squirtle.

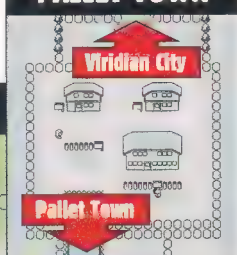


Ash's Adventure Begins!

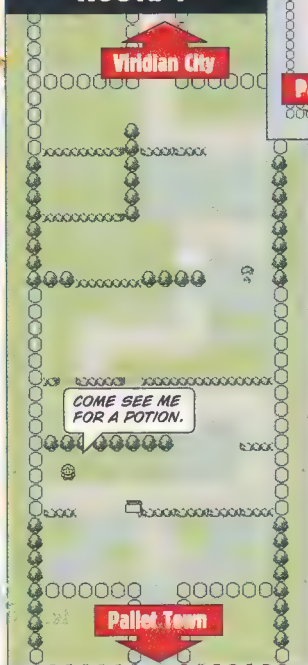
Ash's adventure begins in Pallet Town. Start off by going to Professor Oak's Lab. If you can't find the professor, leave the lab and head toward the city's exit (toward Route 1). The professor will appear and invite you back to his lab, where Ash receives his first Pokémon and meets rival Gary.

When you leave the lab, follow Route 1 toward Viridian City. Along the way, you'll encounter wild Rattata and Pidgey when you walk through grassy areas. This is the perfect opportunity for your first Pokémon to earn Experience Points.

PALLET TOWN



ROUTE 1



Route 2 leads to Viridian Forest. This outdoor, maze-like area is loaded with wild Pokémon. Here, you'll meet up with several Trainers who will challenge you to Pokémon battles. Beating the Trainers will help you earn money, plus help boost the Experience Points of your Pokémon.

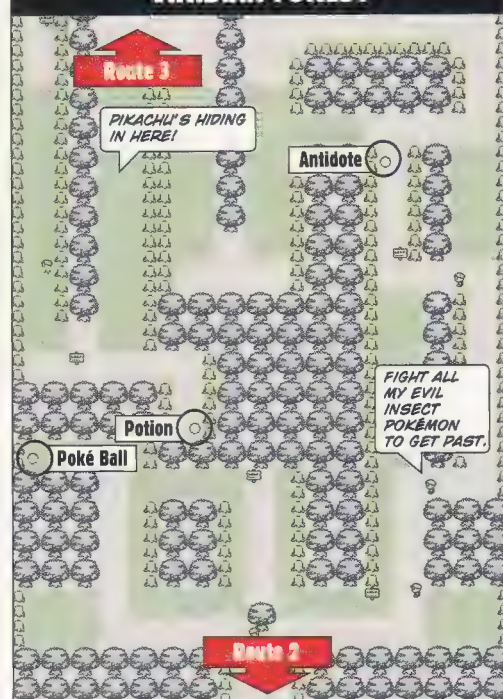
Following Route 2 & Viridian

Along Route 2, catch more wild Pokémon. Depending on which version you're playing, Caterpie, Weedle, Pidgey, Rattata, and Nidoran are some of the Pokémon you might encounter.

The forest area contains wild Caterpie, Metapod, Weedle (Red/Blue), Kakuna (Red/Blue), Pidgeys (Yellow), Pidgeotto (Yellow), and Pikachu (Red/Blue). When playing Red/Blue, try to find two Pikachu. Later, make one of them evolve into a Raichu (using the Thunder Stone that you'll find later in Celadon City).

Viridian Forest connects back up with Route 2, which eventually leads to Pewter City.

VIRIDIAN FOREST



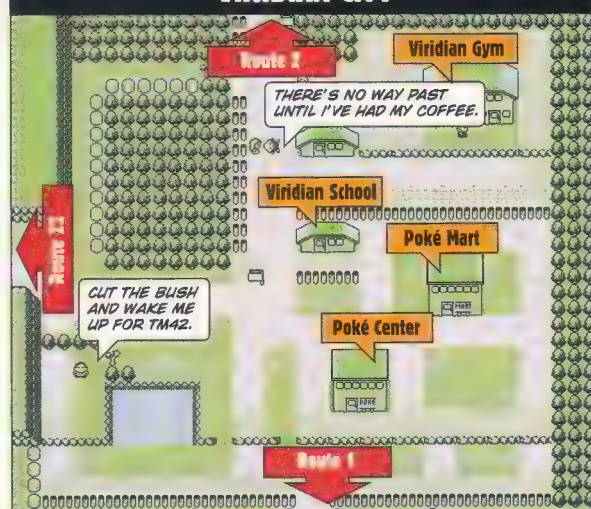
Viridian City

Upon reaching Viridian City, you'll want to stop at the Pokémon Center to restore your Pokémon's HP. Next, head toward the Mart. Here, you'll receive a special package. It's addressed to the Professor. Take the package and deliver it. You'll need to retrace your steps and return to the lab in Pallet Town.

Find Professor Oak and give him the package. As a reward, you'll receive a Pokédex. Now, your quest to collect information on all 151 types of Pokémon is about to begin. Each time you encounter a new species of Pokémon, information about it will be automatically entered into this electronic database.

With the Pokédex, return to Viridian City. This time, look around. At the Mart, stock up on Poké Balls and Potions. After exploring the city, return to Route 1 and find wild Pokémon to capture. Start building your collection. You'll find the Gym in Viridian City is locked. Try coming back later.

VIRIDIAN CITY



Pewter City

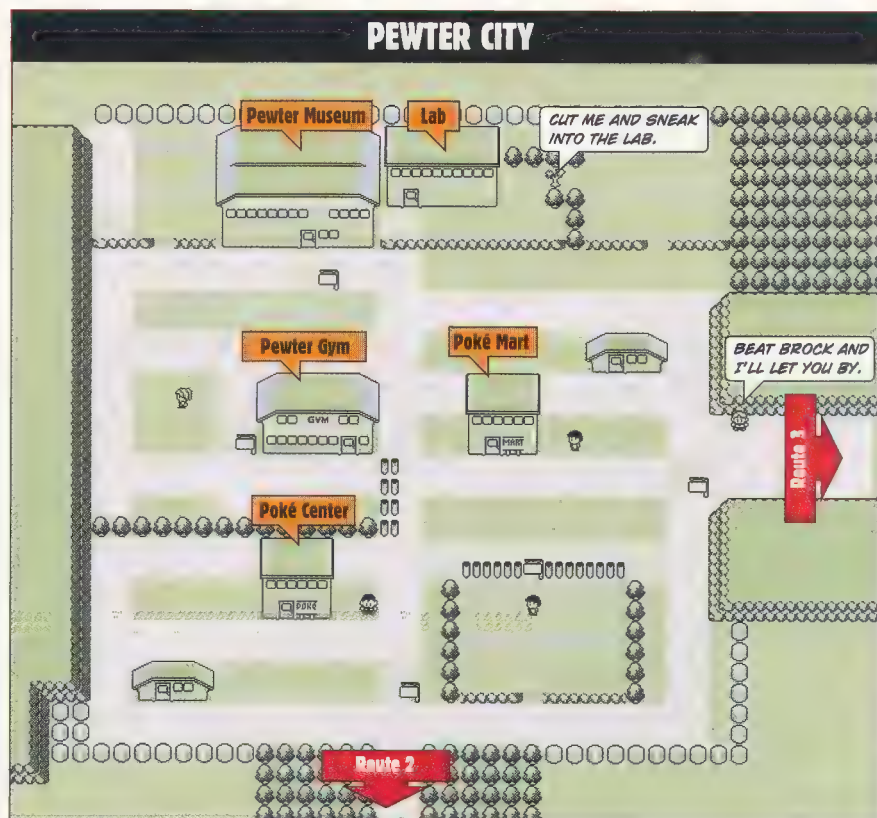
Your first stop should probably be the Pokémon Center, especially if one or more of your Pokémon have fainted. Here, you can replenish the HP of your Pokémon. It's also an excellent idea to visit the nearby Mart and stock up on Poké Balls and Potions. You might also want to buy a few Antidotes and Repels.

Visiting the Museum allows Ash to learn about Pokémon that have become extinct. Pay attention to what you learn here. You'll soon discover that part of Team Rocket's evil plot is to bring extinct Pokémon back to life.

When you ultimately defeat Brock in the gym, you'll be on your way to becoming a Pokémon Master, but there are still many challenges that lie ahead. Exit Pewter City and follow Route 3 toward Mt. Moon.

PEWTER GYM: Ash's biggest challenge thus far is waiting for him at the Pewter City Gym. During his journey, Ash needs to beat each of the Gym Leaders and earn special badges that will help him ultimately become a Pokémon Master. Gym Leaders are official representatives of the Pokémon League, an official group of Pokémon Trainers.

In the Gym, you'll meet and need to battle and defeat several fellow Trainers, followed by Brock, the Gym's Leader. Brock's specialty is training rock-type Pokémon. He'll challenge you with his level 12 Geodude and level 14 Onix (Red/Blue) or his level 10 Geodude and level 12 Onix (Yellow). Your best bet is to take advantage of your Water and/or Grass-type Pokémon. Your reward for beating Brock will be the Boulder Badge and TM34 (the Bite Attack).



If all of your Pokémon faint during your battle with Brock, don't despair. Simply return to the Pokémon Center to restore their HP. You should then spend some time boosting your various Pokémon's experience levels (by returning to Route 2 and battling wild Pokémon) before you challenge Brock to a rematch.

LAB: Next door to the museum is a Secret Lab. Once you acquire the Cut (HM01) technique, return here, and see what's inside.

Route 3

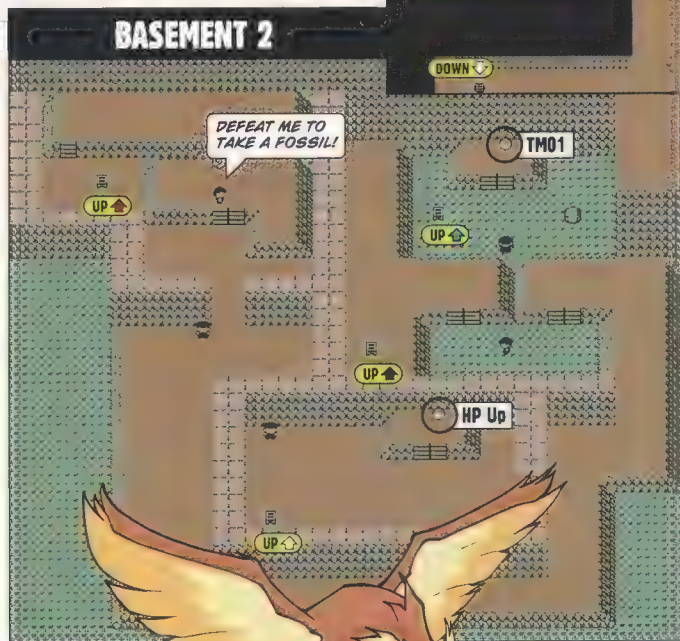
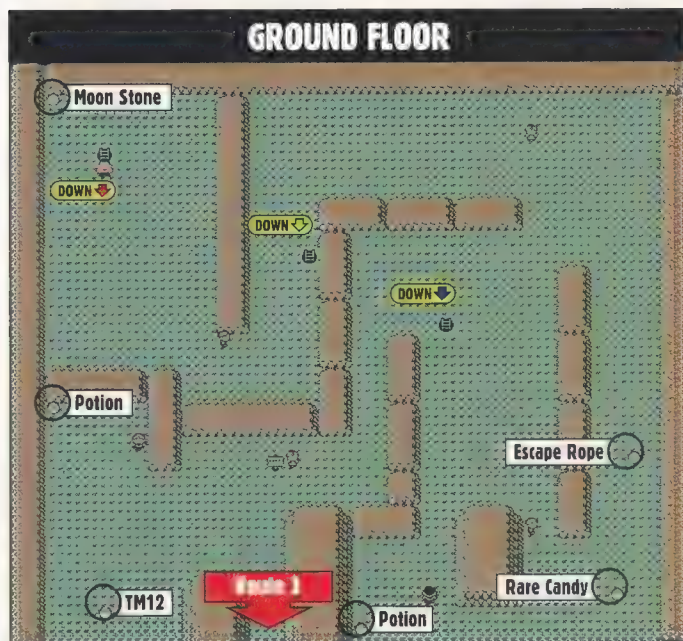
Along all of the routes in between the various cities in the world of Pokémon, Ash will encounter several Trainers who will challenge him to Pokémon battles. On this route, no fewer than ten Trainers, each with multiple Pokémon, will be waiting for Ash. In the grassy areas of Route 3 you'll find: Pidgeys (Red/Blue), Rattatas (Yellow), Spearows (Red/Blue/Yellow), Sandshrews (Yellow), Jigglypuffs (Red/Blue), and Mankeys (Yellow) are among the Pokémon you'll encounter. Don't forget, capturing wild Pokémon requires Poké Balls, so stock up at the Mart before leaving Pewter City.



Mt. Moon

At the end of Route 3, you'll find a Pokémon Center. Drop in and replenish your Pokémon's HP before entering the cave that leads to Mt. Moon. It's a dark, maze-like area with three levels and it's easy to get lost here. If you can't find the exit, use the Escape Rope (you'll find one on the ground near the extreme right wall on the first floor of Mt. Moon). Using this item will instantly transport Ash to the entrance of the cave where you started.

On the second Basement level of Mt. Moon, you'll meet up with a member of Team Rocket (in the Red/Blue version), a group of evil Trainers who want to take over the world using Pokémon for evil purposes. Take a moment and learn everything you can about Team Rocket's evil plans, then challenge the Team Rocket member to a battle. Don't let this guy leave with all of the stolen Pokémon fossils!



YELLOW ONLY

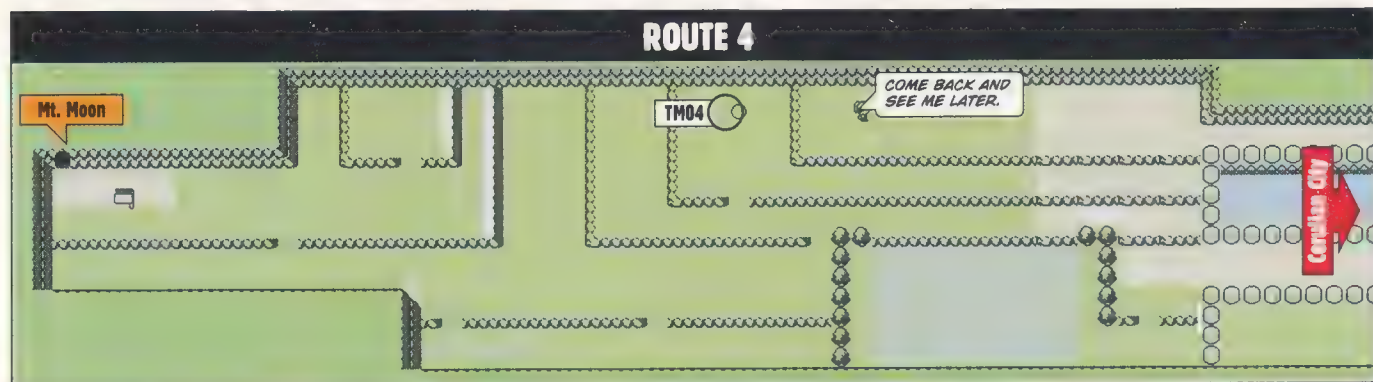
Just when you think Mt. Moon's exit is just ahead, you'll be stopped by Jesse and James (Yellow version only). This duo will challenge you to a Pokémon battle using a level 14 Ekans, level 14 Meowth, and then a level 14 Koffing. Even if you manage to beat the Team Rocket members this time, you can be sure they won't stay away for long.

Route 4

Get one of the Pokémon fossils and find your way out of Mt. Moon and follow Route 4 toward Cerulean City. At one point along the route, you'll have to jump off a ledge and can't turn back. To return to places you've visited, you'll have to acquire the **Fly** technique.

Concentrate on boosting your

Pokémon's Experience Points and levels as you meet up with other Trainers and encounter wild Rattatas (Red/Blue/Yellow), Spearows (Red/Blue/Yellow), Ekans (Red), Sandshrews (Blue/Yellow), and Mankeys (Yellow) along this route. Also, be sure to pick up the **TM04** you'll find on the ground.





Cerulean City

As Ash arrives at Cerulean City, you'll find this city to be pretty much like Viridian and Pewter City, only a bit bigger. The Pokémon Center and Mart should be your first stops.

Continue exploring the city. In the upper-right corner, you'll see a house guarded by a police officer. You can't enter this area right now, but you'll want to return here later, after visiting the Sea Cottage.

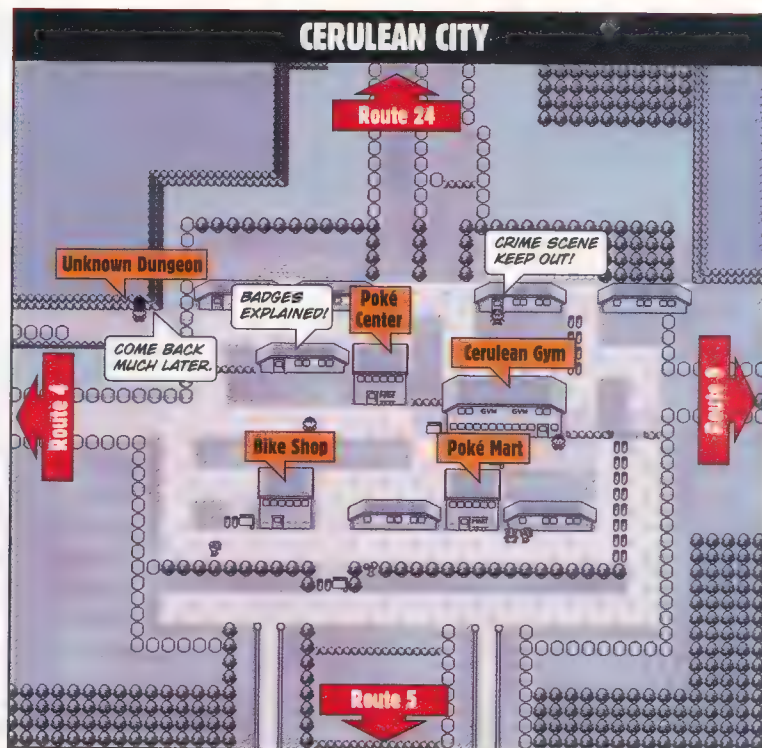
TRADING POST: The Trainer in the Trading Post (Red/Blue) will offer to make a trade. If you give him a Poliwhirl, he'll give you a Jynx. If you're playing the Yellow version and your Pikachu is happy, the Trainer will give you a Bulbasuar as a gift.

CERULEAN CITY GYM: When you're ready to face another gym leader, trek over to the Cerulean City Gym. After challenging some of a trainers hanging out there, you'll meet up with Misty, the Gym's leader. Misty specializes in training Water-type Pokémon, which explains why this gym looks like a giant aquarium.

Prepare to fight Misty's level 18 Staryu and level 21 Starmie. Any of your Electric or Grass-type Pokémon should be able to hold its own against these powerful creatures, providing your Pokémon have reached the same or higher levels as Misty's.

Show off your skills as a Pokémon Trainer. Your reward for beating this Gym Leader is the Cascade Badge and a TM11 (the Bubblebeam technique, which can be taught to a Water-type Pokémon). The Cascade Badge will give Ash better control over any Pokémon up to level 30.

Beating Misty's Pokémon will certainly take its toll on your Pokémon. Drop into the Pokémon Center and have their HP restored before exiting this city. Next, follow Routes 24 and 25.

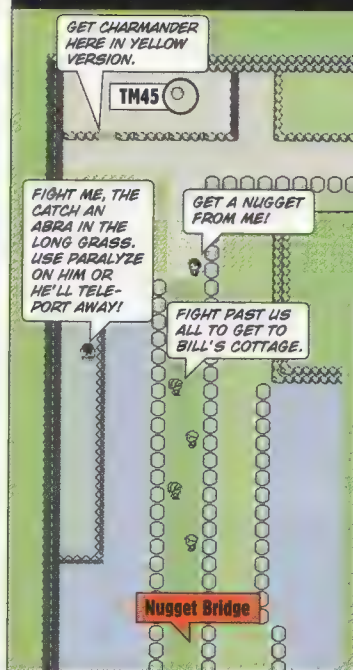


YELLOW ONLY

When playing the Yellow version, Ash's rival Gary will show up once again and challenge Ash with four of his most powerful Pokémon: a level 18 Spearow, a level 15 Sandshrew, a level 15 Rattata, and a level 17 Eevee.

BIKE SHOP: The Bike Shop is an important place to visit. When you check the price for a new ten-speed bike, you'll find it's way too expensive. Remember where this Bike Shop is, because once you receive a special Voucher later at Vermilion City, you can return here and receive a free bike.

ROUTE 24 & 25



Routes 24 & 25

Getting past Route 24 will require Ash to challenge six more Pokémon Trainers, including members of Team Rocket. Take your time with this series of nonstop battles, but be persistent.

Turn right at the end of Route 24 and begin following Route 25. Here, you'll encounter more Pokémon Trainers, plus a handful of wild Pokémon: Caterpie (Red/Blue), Metapod (Red/Blue), Weedle (Red/Blue), Kakuna

(Red/Blue), Pidgey (Red/Blue/Yellow), Pidgeotto (Yellow), Abra (Red/Blue), Oddish (Yellow), Venonat (Red/Blue/Yellow), and Bellsprout (Blue/Yellow).

On the ground along Route 25, you'll also find a TM45 and TM19, so be sure to pick 'em up. Keep following this route until you reach a small building, called the Sea Cottage.



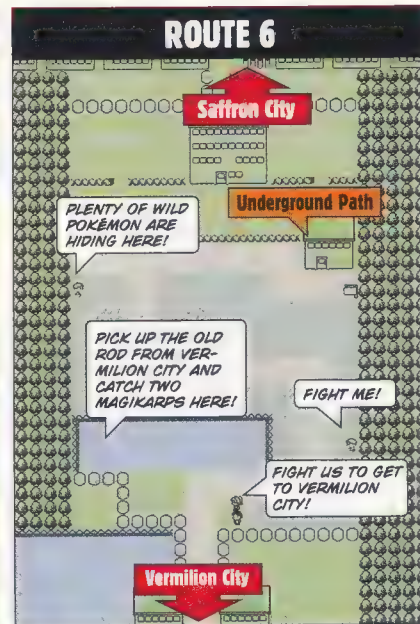
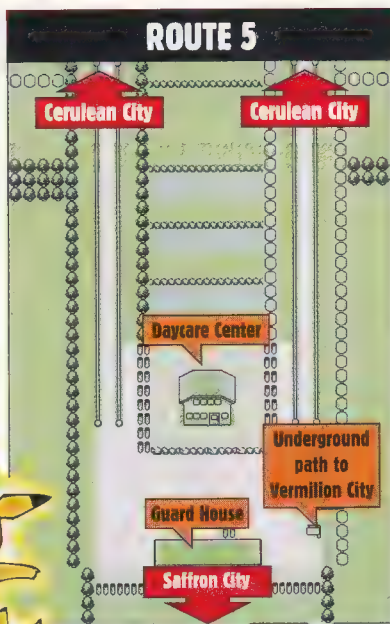
Trekking Along Routes 5 and 6

You'll find the beginning of Route 5 back in Cerulean City. Remember the house that was guarded by a police officer? Well, now, the cop will let you enter. Once inside the house, exit through the backdoor and follow the path that leads to Route 5.

As you walk along Route 5, you'll eventually be stopped by a thirsty guard. Later, you can give this guard a drink and he'll let you pass. For now, though, enter into the nearby hut and take Route 6. It's an underground path toward Vermilion City. By now, you should be ready for the wild Pokémon and the Trainers you'll encounter along these routes.

You'll also find many hidden items along these routes. When you think you might find one, stand still and press **A**. Or, you can use the Item Finder, a tool you'll receive later when exploring Route 11.

Toward the end of Route 6, you'll return to ground level. Keep following the path until you reach Vermilion City.



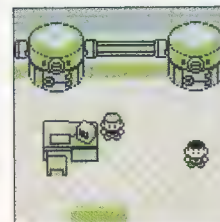
YELLOW ONLY

If you're playing the Yellow version, the small pond you'll encounter near the end of Route 6 contains wild Psyduck and Golduck. You'll need a fishing rod and the **HM03 (Surf)** to catch these guys, though.

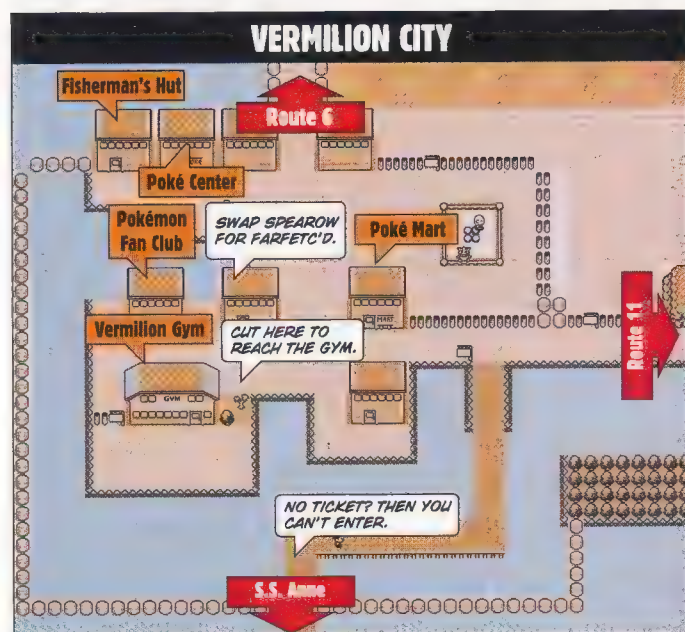
The Sea Cottage

Upon entering the Sea Cottage, you'll meet a scientist, Bill, who's been in a lab accident. One of his experiments went awry and he was transformed into a half-person/half-Pokémon creature. If you agree to help Bill transform back to his normal, he'll give you a **Free Ticket** for a cruise aboard the **S.S. Anne**. Wow! A free cruise! Take Bill up on his offer!

After helping out your new friend, check out his PC. You'll be able to gather some useful info about four types of Pokémon for your Pokédex. Your next stop should be Vermilion City, where you'll find the **S.S. Anne** at the docks.



Vermilion City



POKÉMON FAN CLUB: You'll want to visit this fine city's Pokémon Center and Mart. Before making your way to the S.S. Anne, drop into the Pokémon Fan Club building and have a chat with the club's president. He'll give you a **Voucher** redeemable at the Bike Shop!

LT. SURGE: After defeating some of Lt. Surge's students, you'll meet up with the Gym Leader. You'll have to defeat to get the **Thunder Badge** and **TM24**. He'll try to beat you with his level 21 Voltorb, level 18 Pikachu, and level 26 Raichu (all Electric-type Pokémon). Rock-types like Geodude will work well against his Pokémon.

Lt. Surge will use a level 28 Raichu if you're playing the Yellow version.



OLD FISHING VILLAGE: As you explore some of the other buildings, you'll meet The Old Fishing Guru. He'll present you with an **Old Rod** if you tell him you like to fish. This rod can be used for catching Water-type Pokémon from bodies of water. Right now, you may find the Gym, but you won't be able to reach it. It's blocked by a bush. So, after exploring the city, travel along the docks toward the S.S. Anne.

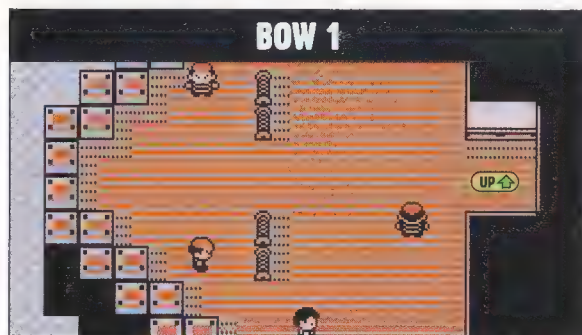


All Aboard The S.S. Anne!

When you reach the ship, present the ticket you got from Bill and climb aboard. Immediately begin exploring each area of the ship, including all of the cabins.

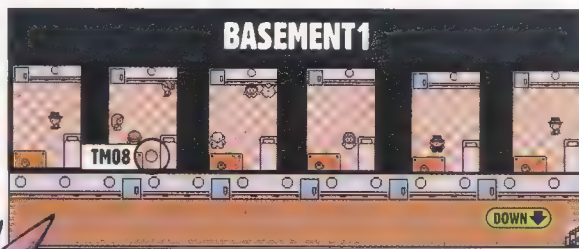
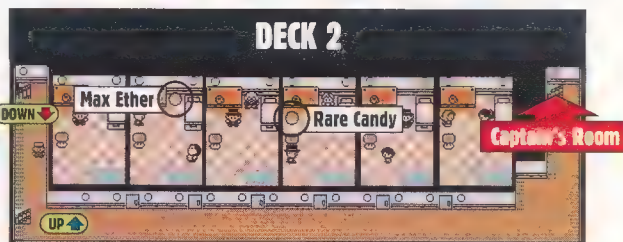
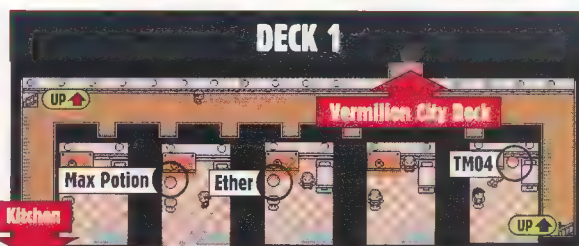
On the second floor of the ship, to the extreme right, you'll meet up with Gary again. If you're playing the Yellow version, this time, he'll challenge you with a level 19 Spearow, level 16 Rattata, level 18 Sandshrew, and a level 20 Eevee. By defeating Gary, you can travel down a nearby staircase and meet the Captain of the ship.

Exit the S.S. Anne and return to Vermilion City. You might want to replenish your Pokémon's HP by visiting the Pokémon Center. Otherwise, head for the Gym. Lt. Surge is waiting!



CABIN: In some of the cabins, you'll meet up with Trainers or crew members who'll want to challenge you to a Pokémon battle. In other cabins, you'll find useful items, like a TM08, Great Ball, Max Potion, Ether, TM44, Max Ether, and Rare Candy.

CAPTAIN: As a gift, the Captain will give you the HM01 (Cut). Not only is this a powerful fighting technique, but once you teach it to a Pokémon, you'll be able to chop down bushes and certain other obstacles in your path.



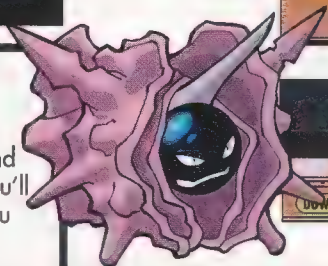
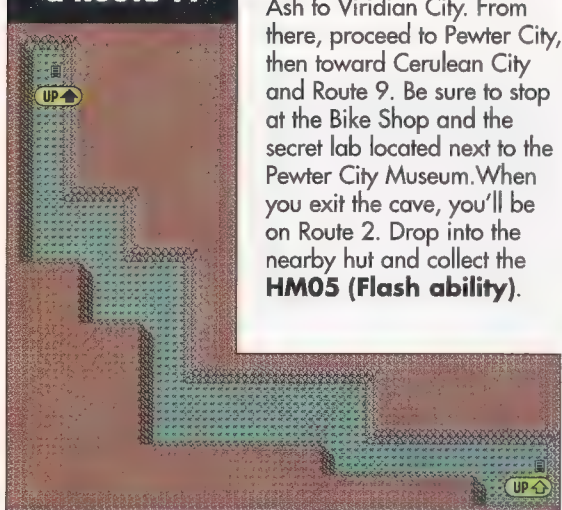
Diglett's Cave & Route 11

Along Route 11, search the grassy areas. You'll find more wild Pokémon. Near the end of the route, you'll be stopped by a sleeping Snorlax that won't let you by. Go back and explore Diglett's Cave — a cavernous area near the beginning of Route 11. As you travel through Diglett's Cave, you'll find multiple wild Diglett and Dugtrio.

The next major stop on your quest is Lavender Town, but to reach this destination, you'll need to take an alternate route, through Diglett's Cave.

Eventually, this underground pathway connects to Route 2, which will return Ash to Viridian City. From there, proceed to Pewter City, then toward Cerulean City and Route 9. Be sure to stop at the Bike Shop and the secret lab located next to the Pewter City Museum. When you exit the cave, you'll be on Route 2. Drop into the nearby hut and collect the **HM05 (Flash ability)**.

DIGLETT'S CAVE & ROUTE 11



Route 9 & 10

Using Ash's **Cut** ability will make getting through this area rather easy. From Cerulean City, take Route 9. Be prepared to battle a few Pokémon Trainers and boost the levels of your Pokémon. Along the way, you'll pass the Power Plant, but you can't reach this building until you've acquired the **Surf** technique. Right now, follow Route 9 to the Rock Tunnel. You'll emerge from the Rock Tunnel along Route 10, near the entrance to Lavender Town.



Rock Tunnel

Rock Tunnel is another series of dark, underground caverns, which takes up two levels. Wild Pokémon will attack from everywhere. If this gets frustrating, try using a **Repel** or **Max Repel** to keep the wild creatures at a distance. In the meantime, you'll also need to deal with the various Pokémon Trainers you encounter. Sorry, you can't run from these guys. To see where you're going, make sure you use the **Flash** technique (HM05).

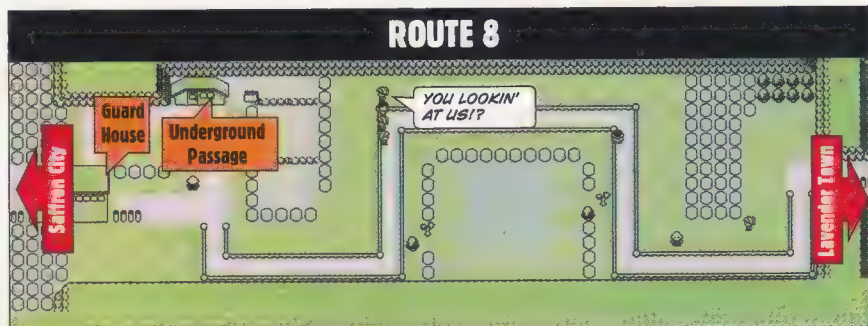
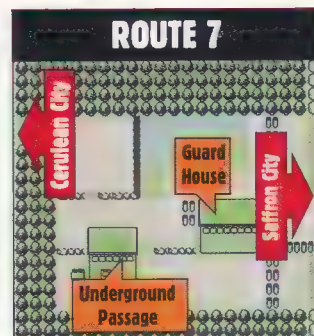
Lavender Town

Once you get here, this metropolis is a pretty easy place to explore. Be sure to visit the Pokémon Volunteer Center. You'll be instructed to visit Pokémon Tower in order to find the missing old guy. Before you can visit this mysterious tower, you'll need to get your hands on the **Silph Scope**. It's located at Celadon City. In another building, you'll be given a chance to give your Pokémon new nicknames. Be sure to stock up on useful items at the Mart and visit the Pokémon Center before heading out of Lavender Town and toward Route 8.

Route 7 & 8

Route 8 connects Lavender Town to an underground path known as Route 7. Along Route 8, you can follow the defined path or trek through the grass and encounter wild Pokémon. Several Trainers will challenge you to battles along the way.

Route 7 is a short route that leads to your next destination — Celadon City, one of the largest cities in the world of Pokémon.



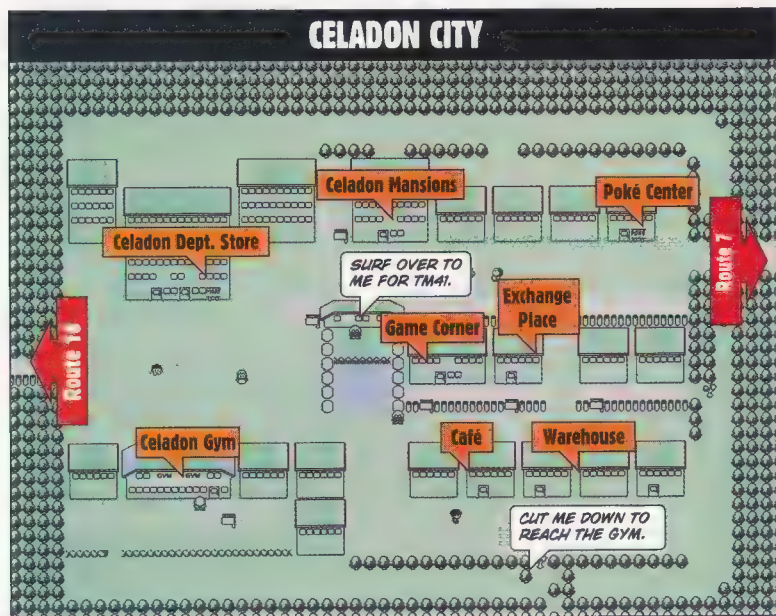
Celadon City (Pokémon Las Vegas)

DEPARTMENT STORE: This store is an exciting place to explore. Here you'll find five floors loaded with stuff any Pokémon Trainer would want. Stock up on water, soda pop, and lemonade. You can purchase these drinks, which you can later offer to guards blocking your path, from the vending machines on the top floor.

CELADON MANSION: On the second floor of the Celadon Mansion, if you search carefully, you'll find an Eevee. The Game Corner is located next to the Exchange Center. Here you can play a slot machine-type game and win valuable prizes. Be sure to explore this area carefully. Team Rocket is here and they're up to no good!

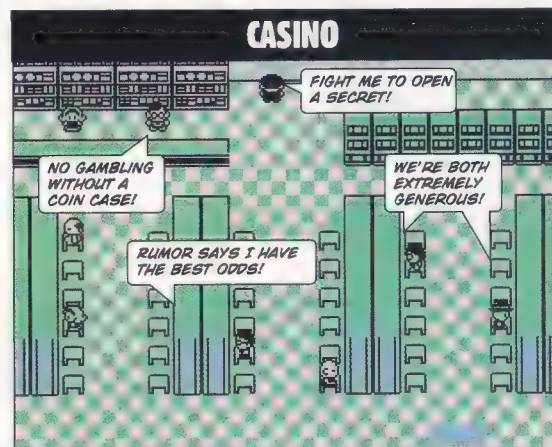
EXCHANGE CORNER: From the Exchange Corner, you can purchase various rare Pokémon. They're expensive, but if you have some extra cash, they're worth the investment.

CELADON GYM: Before leaving Celadon City, visit the Gym and battle Erika, a Gym Leader who specializes in Grass-type Pokémon. Beat her and you'll receive the Rainbow Badge and a **TM24**. Your strongest Fire and/or Flying-type Pokémon will fight well against Erika's Pokémon. If your Pokémon aren't yet strong enough to beat Erika, come back later, after visiting the Pokémon Tower.



Game Corner

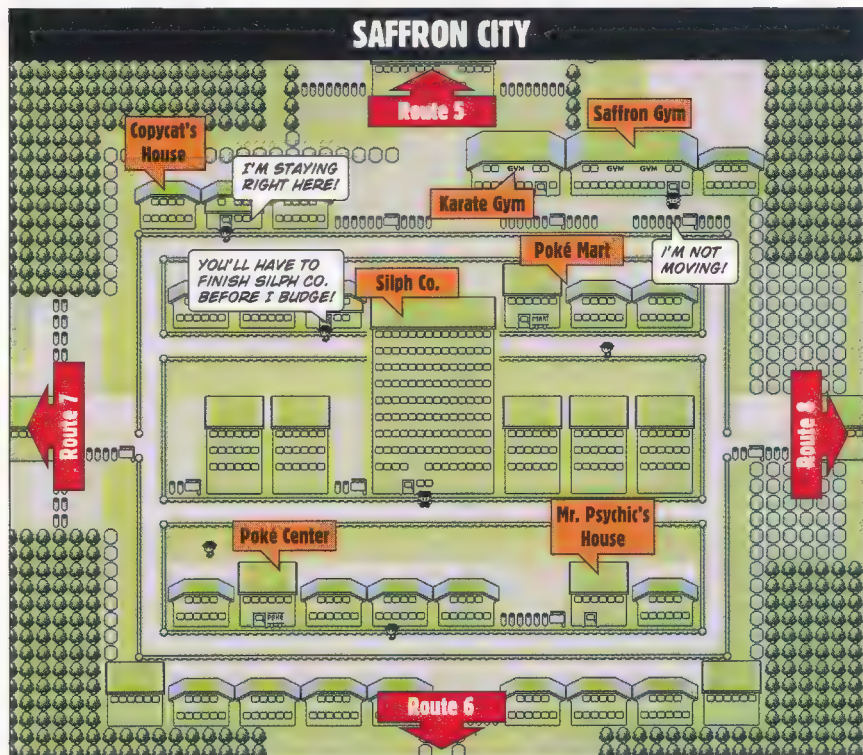
This secret hideout for Team Rocket has four basement levels. Before leaving, locate the **Lift Key**, which will grant you access to Giovanni's office. Beating him won't be easy. His Pokémon are all level 25 or higher and include an Onix, Rhyhorn, and a Kangaskhan (Red/Blue) or Persian (Yellow). Beating this diabolical dude will score you the **Silph Scope**, the item you must have before exploring Pokémon Tower.



Saffron City

As soon as Ash enters Saffron City, there will be many buildings to explore. After you leave the Silph Co. building, you'll find there are two Gyms in this city. You'll encounter the Karate Master, who specializes in Fighting-type Pokémon (Hitmonlee and Hitmonchan), in the first Gym.

When you're ready to leave Saffron City, follow Routes, 12, 13, 14, and 15 toward Fuchsia City.



SILPH CO.: Taken over by Team Rocket, Silph Co.'s president is being held captive by Giovanni and Team Rocket within this eleven-story building. Here, you'll find a handful of power-ups, including TM36, Hyper Potion, Escape Rope, Max Revive, Full Heal, TM09, Protein, HP Up, X Accuracy, Calcium, TM03, TM26, Rare Candy, and Carbos. Get the Card Key, hidden in a hallway on the fifth floor, to reach the president's office on the 11th floor. On the seventh floor, you'll meet up with Gary, who will challenge you with five powerful

Pokémon (Yellow version only.) Use Water, Electric, or Ground-type Pokémon to pummel your rival's Pokémon. Reaching Giovanni and his hostage won't be easy. You'll have to get past a handful of Team Rocket members (Red/Blue) or Jesse and James (Yellow). Use Psychic-type Pokémon against these enemies. When you free the president, Ash will receive one Master Ball. Save this very special item. You'll need it later to capture MewTwo, one of the rarest of all Pokémon.

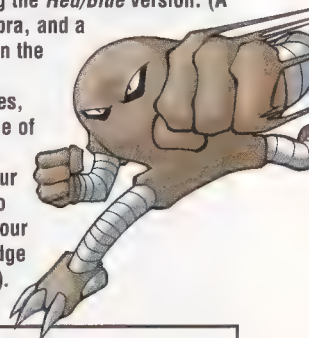
Pokémon Tower

Once you have the Silph Scope, return to the Pokémon Tower and get ready for a haunting experience. This seven-story building is filled with Ghost-type Pokémon.

The Silph Scope will help you transform the evil ghosts into friendly ones as you engage them in battle. This tool is also used to identify the mysterious ghostly creatures for your Pokédex. Located on the top floor of the tower will be a handful of Team Rocket members waiting to fight you. You'll also find the old missing man, who will give you a special gift — a Poké Flute. Use it to wake up sleeping Snorlax creatures that block your path. If you're playing the Yellow version, be prepared to face Jesse and James, followed by Gary. These rivals will have a total of eight powerful Pokémon, all ranked between level 20 and 27.

SAFFRON CITY GYM: In the second Gym, you'll encounter Sabrina, the Saffron City Gym Leader. She uses Psychic-type Pokémon that pack a punch. After navigating through a seemingly complex maze of rooms, be prepared to battle a level 38 Kadabra, a level 37 Mr. Mime, a level 38 Venomoth, and a level 43 Alakazam if you're playing the Red/Blue version. (A level 50 Abra, level 50 Kadabra, and a level 50 Alakazam are used in the Yellow version.)

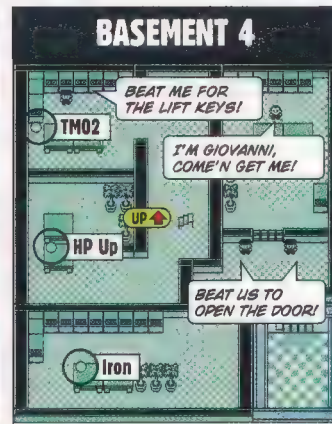
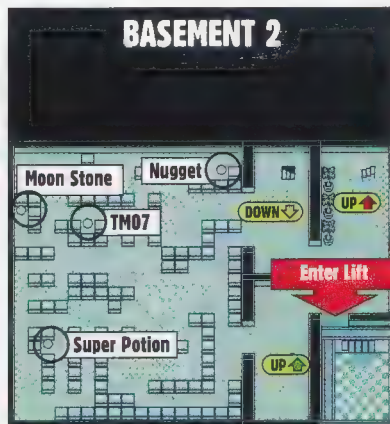
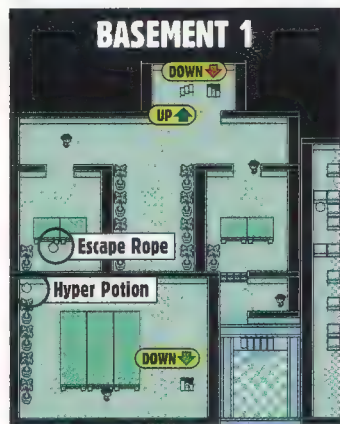
To avoid losing these battles, switch Pokémon quickly if one of your Pokémon becomes confused. Likewise, try using your own psychic-type Pokémon to defeat Sabrina's Pokémon. Your reward will be the Marsh Badge and a TM46 (Psywave Attack).



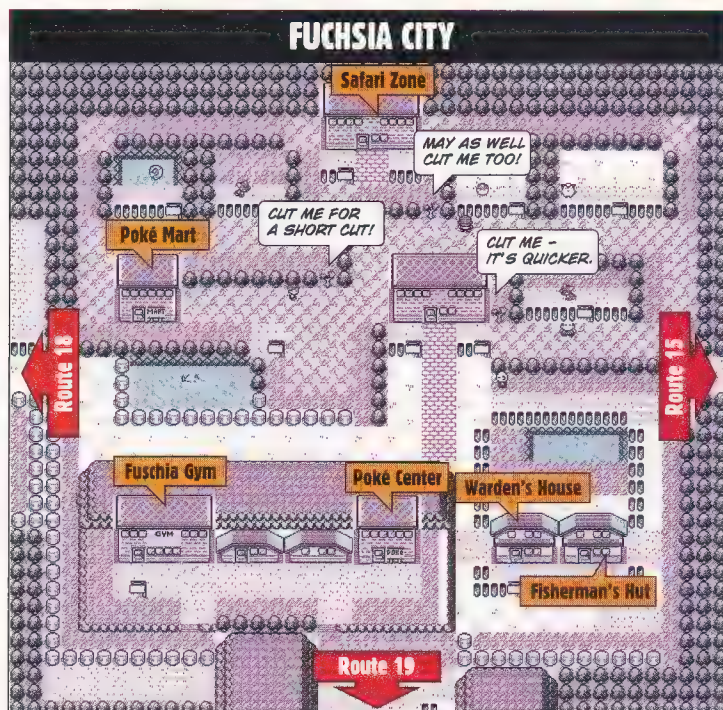
Routes 12, 13, 14, & 15

Route 12 is surrounded by water. Use your fishing rod to capture Water-type Pokémon. Halfway along this route, you'll encounter a Snorlax, wake him up with the Poké Flute.

Along Route 15, you'll meet an assistant of the Professor. If you have more than 50 different Pokémon in your collection, you'll receive a special Exp. All capability. It allows you to share experience points with other Pokémon.



FUCHSIA CITY



Fuchsia City

Route 15 leads to Fuchsia City. The Mart sells Ultra Balls, Great Balls, Super Potions, Hyper Potions, Revives, Full Heals, and Super Repels. Stock up! You'll need 'em later, especially against Gym Leaders, like Koga.

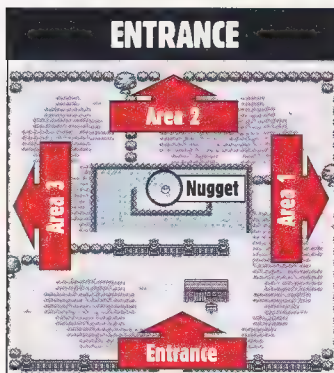
KOGA GYM: To beat the Gym Leader Koga and earn the Soul Badge and a TM06, use Ground or Psychic-type Pokémon. Koga will use a level 37 Koffing, level 39 Muk, level 37 Koffing, and a level 43 Weezing (Red/Blue) or level 44, 46, and 48 Venonats followed by a level 50 Venomoth (Yellow) in an attempt to defeat your Pokémon.

Safari Zone

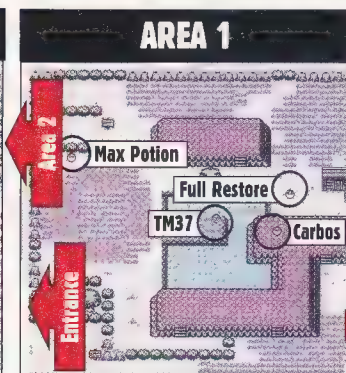
While exploring this area, look for the Warden's missing teeth. Return his teeth and you'll receive the **HM04 (Strength)** as a reward. Upon entering this zone, you'll receive 30 special Poké Balls and the chance to catch many wild Pokémon.

In Area 3 of the Safari Zone, go inside the hut to obtain the **HM03 (Surf)**. This is critical for continuing on your quest once you leave this city. In the zone, you'll encounter a variety of wild Pokémon. To make sure you catch all of the different types of Pokémon in this area, visit the Safari Zone multiple times. After you've explored Fuchsia City and the Zone, head towards the Power Plant using Route 16, 17, and 18.

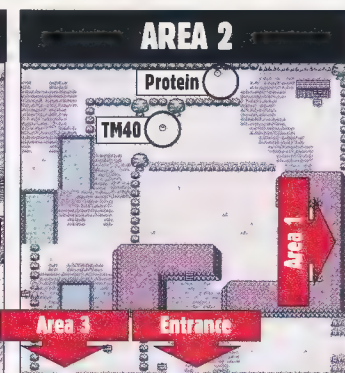
ENTRANCE



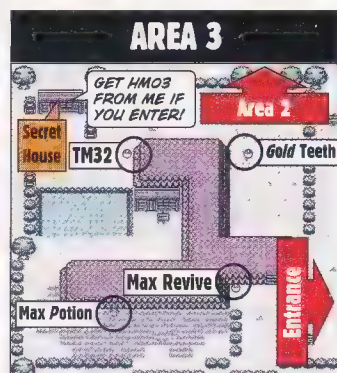
AREA 1



AREA 2



AREA 3

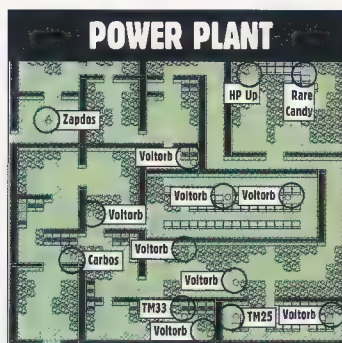


The Power Plant

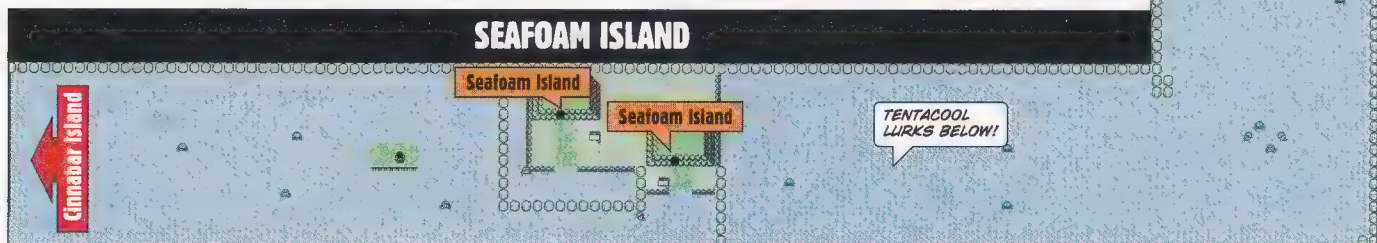
You'll need to use your Pokémon's **Surf** ability to reach the Power Plant. This is a large, maze-like area filled with wild Electric-type Pokémon waiting to be captured. As you approach the exit, don't leave without first capturing a Zapdos. This may be your only chance to add one of these Pokémon to your collection.

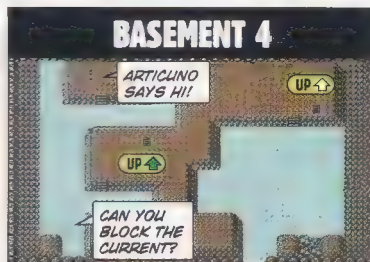
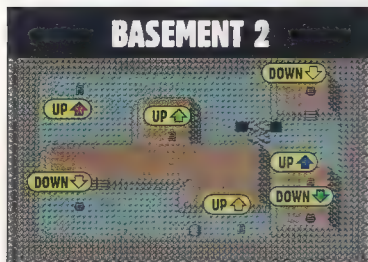
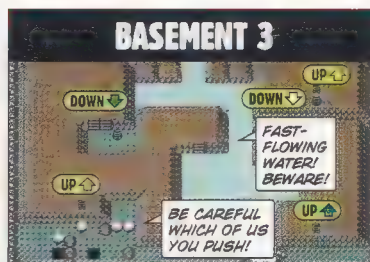
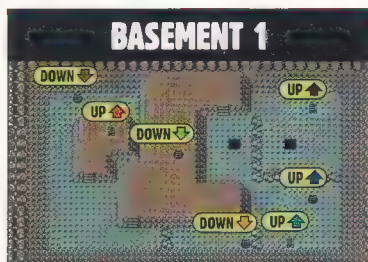
From Fuchsia City, follow Route 19 and 20 toward Seafoam Island. This will require you to use your newly acquired Surf ability to travel along these watery routes.

POWER PLANT



SEAFOAM ISLAND





Seafoam Island

After a rather long swim, during which you'll encounter wild, Water-type Pokémon, including Tentacool, Tentacruel (Yellow only), Shellders, Horsea, Goldeen, and Staryu, you'll reach Seafoam Island. This is a small, but complicated island to navigate through. It contains a main level and four basement levels. To make your way around, take advantage of **HM04 (Strength)** to move heavy rocks. Your best bet for finding your way around is to carefully follow the maps. Pushing boulders into the holes will redirect the flow of rivers that run through the island.

When you're ready to leave Seafoam Island and reach the exit, continue swimming along Route 20 toward Cinnabar Island.



Cinnabar Island

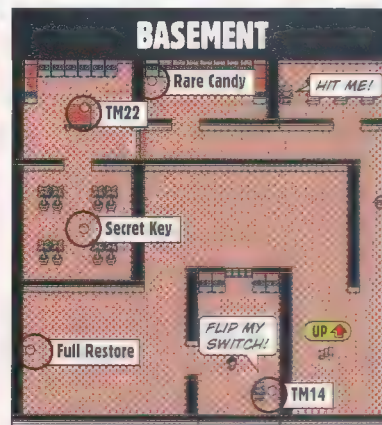
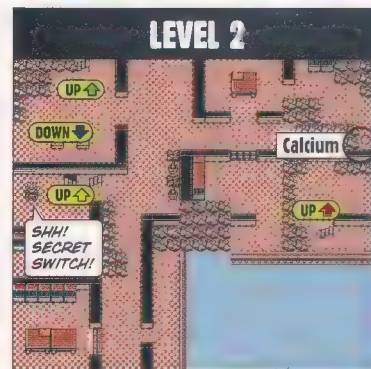
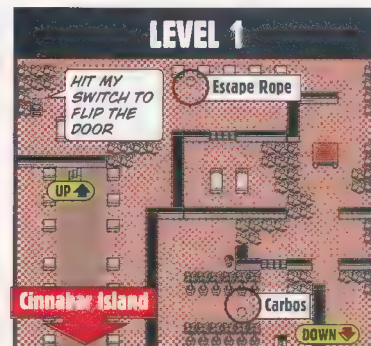
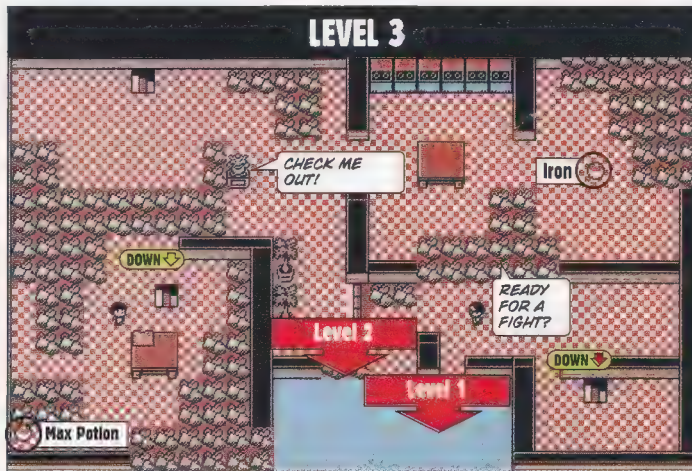
After Pokémon Center and Mart, check out the Pokémon Lab. Drop off the Pokémon fossil you acquired earlier along with the Old Amber. Return a few minutes later, you'll receive an actual prehistoric (and extinct) Pokémon that has been brought back to life.

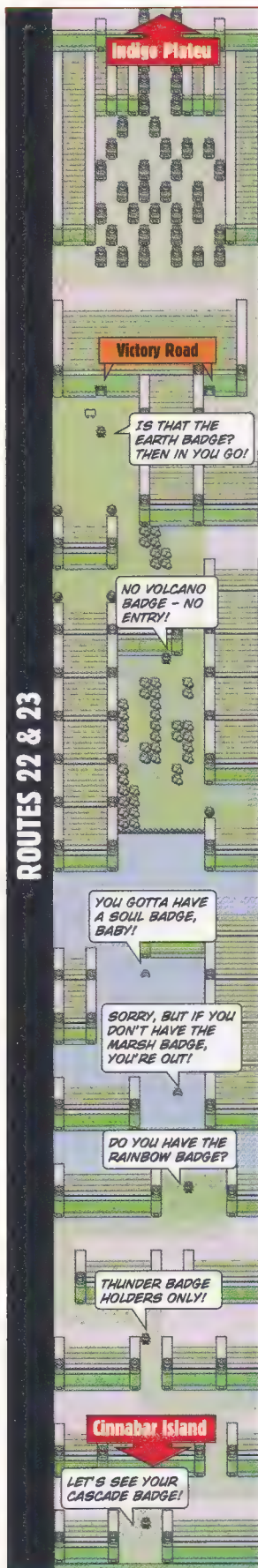
Explore Pokémon Mansion, head for the Gym and defeat Blaine to earn the Volcano Badge and a **TM38**.

The Pokémon Mansion

POKÉMON MANSION: Your next stop should be the Pokémon Mansion, one of the largest buildings in the city. To gain access to the city's gym, locate the **Secret Key** in a small room in the basement. First, go to the third floor and jump off the ledge in the lower-right corner of the building to reach the basement. To navigate through this building, follow the maps.

BLAINE GYM: As a Fire-type Pokémon Trainer, Blaine will use a level 42 Growlithe, level 40 Ponyta, level 42 Rapidash, and level 47 Arcanine (Red/Blue version). When playing the Yellow version, expect Blaine to use a level 48 Ninetales, level 50 Rapidash, and level 54 Arcanine. Your best bet is to use Water-type Pokémon to cool off his Fire-types.





Routes 22 and 23

With all the badges, Ash is almost ready to face The Elite Four and try for the Pokémon Master title. From Viridian City, follow Route 22. In the *Yellow* version, you'll meet up with Gary who will chal-

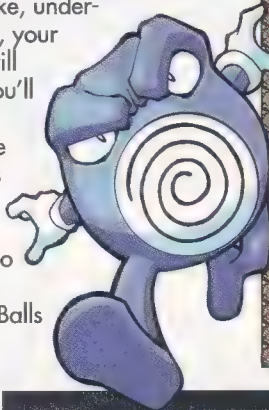
lenge Ash with six tough Pokémon, between levels 45 and 53. Based on each Pokémon Gary uses, choose an equal or more powerful Pokémon.

At the end of Route 22, pass

through the large building which leads to Route 23. This is a rather long, but pretty straight path that leads to Victory Road and the Pokémon League Headquarters.

Victory Road

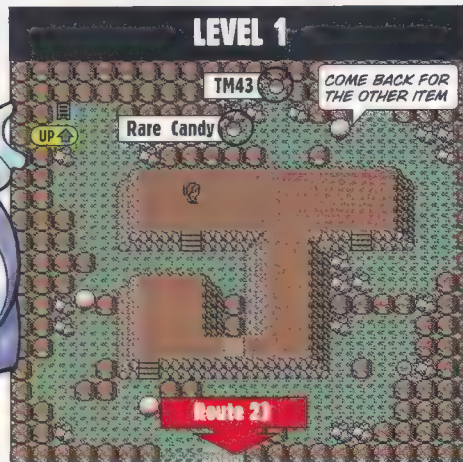
The entrance to the Pokémon League Headquarters is protected by a natural, maze-like, underground cave area. Once inside, your goal is to find the exit, which will lead you to your destination. You'll need to explore all three floors, but the exit can be found on the second floor, to the right. In this area, be sure to capture the wild Moltres hiding in this area. He's ranked at level 50, so weaken him first and then toss out one of your strongest Poké Balls (but not the Master Ball).



Return to Viridian City:

Remember the Gym in Viridian City that was locked? Well, when you return, you'll discover it's open and Giovanni, Team Rocket's leader, is waiting. Stepping on conveyor belts that go in various directions will help you reach Giovanni, but you'll need to first defeat several of his students and their Pokémon.

To obtain Giovanni's Earth Badge and the TM27, you'll need to defeat a level 45 Rhyhorn, level 42 Dugtrio, level 44 Nidoqueen, level 45 Nidoking, and level 50 Rhydon (*Red/Blue* version). In the *Yellow* version, you'll face a level 50 Dugtrio, level 53 Persian, level 53 Nidoqueen, level 55 Nidoking, and a level 55 Rhydon. Use a combination of your best Water, Ground, and Psychic-type Pokémon to defeat this notorious Team Rocket leader.



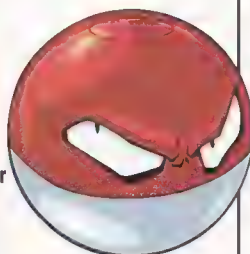
Indigo Plateau

Between Victory Road and Indigo Plateau, you'll come across a Pokémon Center and a Mart. Don't proceed any further until all of your Pokémon are in perfect health and you've stocked up on Full Restores, Max Potions, Full Heals, and Revives. You'll desperately need to stock up on these items in order to keep your Pokémon healthy during the intense battles to come.

Just when you thought the World's Greatest Pokémon Trainer title was to be awarded to Ash, Gary resurfaces. This time, he has an all-new group of Pokémon to challenge you with. Use Max Potions and Max Revives, to keep your Pokémon healthy. These are your final battles! Once Gary's Pokémon have been squashed, get ready to meet up with Professor Oak, who will be extremely proud of you.

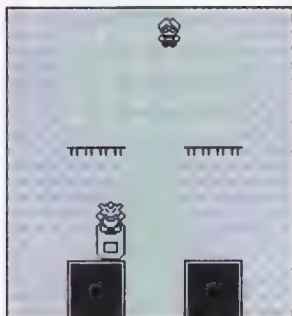
The Elite Four

The Elite Four is comprised of four top-notch Pokémon Masters, each with their own collection of very powerful and highly ranked Pokémon. In between each of these battles, you won't have time to visit a Pokémon Center and will have to resort to power-ups to keep your Pokémon strong and healthy.



Here are the Pokémon Masters who make up The Elite Four.

LORELEI



Level 54 Dewgong
Level 53 Cloyster
Level 54 Slowbro
Level 56 Jynx
Level 56 Lapras

BRUNO



Level 53 Onix
Level 55 Hitmonchan
Level 55 Hitmonlee
Level 56 Onix
Level 58 Machop

AGATHA



Level 56 Gengar and Golbat
Level 55 Haunter
Level 58 Arbok
Level 60 Gengar

LANCE

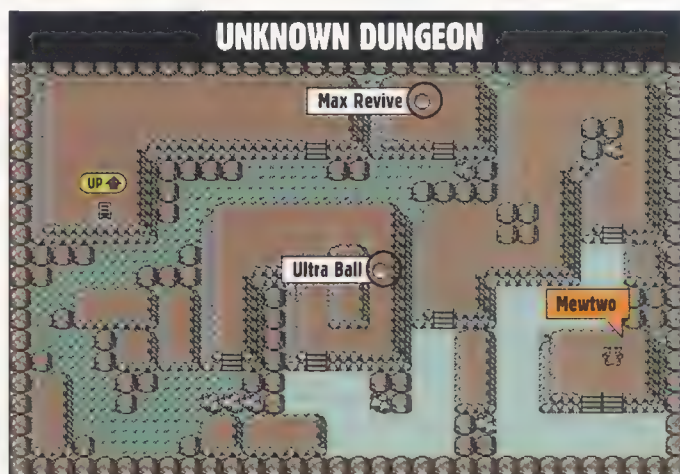


Level 58 Gyarados
Level 56 Dragonair
Level 56 Dragonair
Level 60 Aerodactyl
Level 62 Dragonite

The Unknown Dungeon

After earning the title World's Greatest Pokémon Master, you discover the location of the rarest Pokémon—Mewtwo. He's hidden to the right, on a platform, within the basement of the Unknown Dungeon. The only way to capture Mewtwo is to use the Master Ball given to you by the President of Silph Co. There's no need to weaken this level 70 Mewtwo first. When you discover him, just toss the Master Ball and add him to your collection!

Now that Ash has completed his adventure, if you haven't loaded the Pokédex with data about each of the 151 types of Pokémon, you can go back to any location within the world of Pokémon and catch the creatures you missed! Use the **Fly** technique to quickly travel from place to place.



What About Mew?

Nintendo and Wizards of the Coast began touring the U.S. in September 1999 with a special Pokémon Training tour. If you saw the tour, you should have stopped and checked it out. If you did, you would have found a machine that Nintendo reps hooked up to your Game Boy, and downloaded Mew. The ultra-rare Pokémon can be "officially" captured that way and Nintendo keeps a close track on how many Mews they give out, so we hope you got yours. If you didn't...

You can get Mew by using Interact's Game Boy GameShark. Input the GameShark codes below, and Mew will occupy your first Pokémon position after you chose your Pokémon from Dr. Oak at the game's outset!

011564D1
019073D1
010574D1
017675D1
015E76D1

MEW	
HP: 15	EXP: 19/19
STATUS/OK	
ATTACK 11	TYPE 1/PSYCHIC
DEFENSE 9	
SPEED 11	IDNO/32401
SPECIAL 11	OT/SH



You'll need to nickname your Pokémon 'Mew' when you choose him so that his name will appear properly when you check your roster. It will be the 151st Pokémon in your first Pokémon position though — complete with Mew's four attacks, Transform, Mega Punch, Metronome, and Psychic!

POKÉMANIA

A Craze or Just Plain Crazy?

Sunglasses, backpacks, watches, key chains, sweaters, t-shirts, underwear, swimwear, electric toothbrushes, candy, cake decorating kits, stickers, magnets, marbles, lunchboxes, inflatable furniture, comic books, videotapes, CDs, school supply, mouse pads, tattoos, mini-skateboards, and trading cards. There's no better time to be a Pokémaniac than now. Pokémania has caught America by storm and with a

hundred new Pokémon on the way this fall, you can almost hear Pikachu, Squirtle, and pals singing "I thought I told you that we won't stop, I thought I told you that we won't stop."

You can practically accessorize your whole house with Poképaraphernalia. But the craze doesn't stop there. What's made the phenomenon so successful is that Pokémon is more than just a video game.

You can jump on anywhere! From the card game to the TV show, there are plenty of options for Pokéfans.

Let's check out this awesome craze!

The Story So Far...

While gameplay is relatively the same in all the Pokémon games, each game offers slightly different features. So the next time someone asks "Don't you have this game already?" you can set them straight with the facts, because all Pokémon are not created equal.



Pokémon Red offers players more common Pokémon, while Pokémon Blue has rarer Pokémon.



Pokémon Yellow features Pikachu as your traveling companion.



Pokémon Gold and Silver, which promise Pokémon breeding among other things, are headed to the states Holiday 2000.

#39 Jigglypuff

This Jigglypuff is the only Burger King one of the most popular toys.

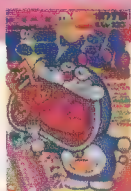


The BK Kids Meal: burger, fries, drink, and a really hot toy. The packaging will also become a collector's item. Reason: Who saves food packaging?

POKÉMON TIMELINE

April 1974

Pokémon are revealed to the world for the first time in Korokoro Comics.



February 27, 1996



Red & Green Pocket Monsters are released simultaneously in Japan only.

February 28, 1996

Korokoro Comics begins the 1st Pokémon comic strip, "Fushigi Pokémon Pipi."



POKÉMANIA

Where's the Beef?

Kids Came For the Toy, Not the Meal

"Gotta catch 'em all" took on a whole new meaning when Burger King launched what may be the biggest toy promotion in fast-food history. Only the fuss over the Teenie Beanie Babies offered by McDonalds could compare to the frenzy of activity that surrounded the arrival of 57 different Pokémon toys.

At first, you could only get the toys with a kids meal. The toys were hidden inside cool, plastic Poké Balls so you couldn't tell which was which until you opened it, making it very hard to get a complete set. A lot of people traded like crazy to fill in their collections. Most Burger Kings had weekly trading nights when collectors were encouraged to come to the restaurant to wheel and deal.

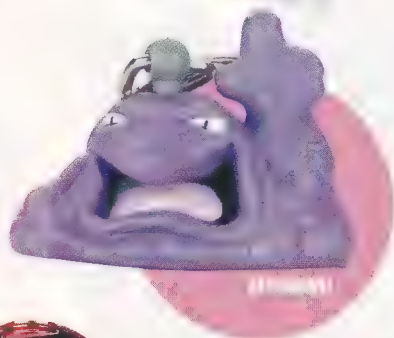
The Trading Nights were a unique "happening." Everyone was there to

share their love of Pokémon. It was a great chance to meet fellow

Pokémoniacs and make new friends while you were trading.

The Burger King toys were very cool. You could get beanbags, squirters, zipper pulls, launchers, light-ups, and even talking Pikachu. Many of the toys were better than the versions you could buy in the toy store. A few, like Mewtwo and Pikachu, were hard to come by. Everyone who got one wouldn't give it up.

*Due To The
Huge Demand
We Are Sold
OUT OF Pokémon
Toys.
Our Kids Meal
Has A Substitute
Toy Today.*



Solid-Gold Balls

22K trading cards — one of the hottest things to come by



Commercial Break

Without a doubt, Burger King's Pokémon promotion was the most exciting thing to happen to fast food since the double-cheeseburger. Not only did the burger giant produce some of the coolest toys ever, they also created some great commercials. Here's a taste of what you missed.



A BK employee prepares for Pokémonians by climbing into her protective suit!



They'll be here soon and she'll be ready!



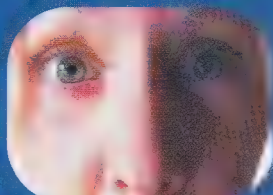
Suited up and ready for battle: she picks up the bag...



Worth more than gold and as rare as sunken treasure, we see the objects of Pokémonians desire — the toys!



The ground begins to rumble — but this is no earthquake! Suddenly, on the horizon a stampede of excited Pokémon Trainers!



Free meals, yes. Uniforms, yes. But rabid 12 year-olds attacking me for Pokémon toys wasn't in my job description.



Using her height advantage, she stands her ground, fending off the voracious pack of Pokémonians!



More than just lunch — it's the only way to catch 'em all!



Over 57 toys to collect and so little time!



For these hardcore Trainers, the 151 Pokémon cards are just the icing on the cake! Anyone for seconds?

March 1997

Pocket Monster sales exceed 3 million in Japan.

April 1, 1997

Pocket Monsters cartoon debuts on Japanese TV.





Pokémon: Did'ya Know?

Pokémon (pronounced POK-ee-mon) is 1. A highly collectible, highly desirable series of toys with unlimited abilities, highly collectible. 3. Phenomenon that causes money to disappear from the wallet.

- Number of Pokémon currently available: 151
- Number of new Pokémon being introduced with *Gold* and *Silver*: 100
- Amount of money the license has generated: \$8 billion
- Amount of money the first Pokémon movie made in the U.S.: \$85 million
- When the third Pokémon movie is planned for release in Japan: July 2000
- Created by Satoshi Tajiri, one of the founders of GAME FREAK, Pokémon began modestly enough as a Game Boy game in Japan in 1996. Considered part of the virtual pet fad, it swept Japan shortly afterwards and then went on to invade the U.S. In the cartoon, the scientist, Simon, believes the Pokémon may have come from outer space.
- *Red* and *Green* were available first in Japan. *Pokémon Blue* was only available for a limited time (and it wasn't available in any store)... Players could only get the game by ordering it through kids magazines.
- *Pokémon Green* is only available in Japan. It was released simultaneously with *Red*. *Green* has never been released in the States, nor are there any plans to release it here.
- *Pokémon Pinball* and *Pokémon Snap* are the only North American Pokémon games that don't feature Pokémon battles.
- *Pikachu Genki Dechu* was released last December in Japan. It's the only game so far to utilize the N64 microphone (only available in Japan). This allows you to talk and interact with Pikachu. Similar to *Pokémon Snap*, it allows players to hop around different parts of an island, while Pikachu carries out your commands.
- 10.25.99 The *Pokémon Yellow Bundle* releases in American with a special edition yellow Pikachu Game Boy.

Toy Box

Too Bad Christmas Only Comes Once a Year



Game Boy Gold Action Figure Pack



#130 Gyarados

This Water monster is from the movie 3-pack.



GENYAS from Movie 3-pack

#1 Bulbasaur

Flower buds in 1996 with candy



Movie Pikachu can find

March 27, 1998



Pocket Pikachu goes on sale in Japan.



July 18, 1998

Pokémon movie is released in Japan.



August 1, 1998



Pokémon Stadium for N64 is released in Japan.

September 7, 1998



Pokémon Cartoon hits US television.

#9 Blastoise

A Pokémon slider from the slider Superstar. Also available: Erika's and Jigglypuff.



Best from Anime
Figure 3-ozs



Sluggish from
Anime 3-ozs

#25 Pikachu

Sliding on X-Concepts
Pikachu finger board.



Pokémon
Poke — 4 in 1



Radio-Shooter from Erika



Lesser from Team
X-Concepts
Figure 3-ozs

Y2K BUG



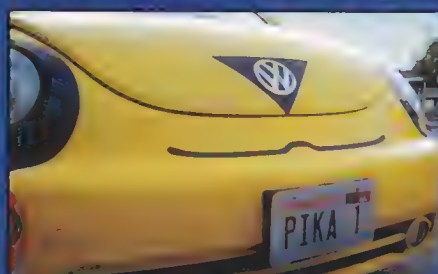
2000 VOLKSWAGEN "PIKACHU" BEETLE

COLOR: Thunder Shock Yellow

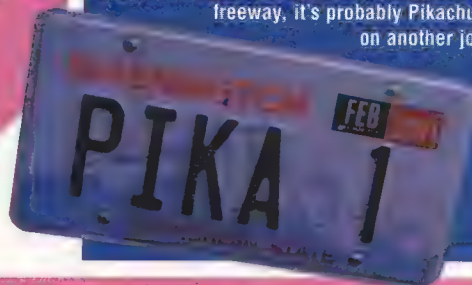
ENGINE: 4 cylinder, 115 Horsepower.

0 TO 60: 9.7 seconds.

QUARTER MILE: 17.3 seconds.



Being the star of a major cartoon is a tough job. So, to blow off steam after a day filled with Pokémon adventures, Pikachu decided to buy a 2000 Volkswagen Beetle. In order to make his ride stand out from the crowd, Pikachu had it customized in Washington, where he lives during the summer. His neighbor, Bill Gates, immediately plunked down a large sum of money to get his own Pikachu Volkswagen. We've recently heard that Pikachu may be buying a custom Hummer. We'll keep you posted, and remember, if you ever see a yellow blur fly past you on the freeway, it's probably Pikachu out on another joyride!



September 12, 1998



Pocket Monster
Pikachu released in Japan.

September 28, 1998



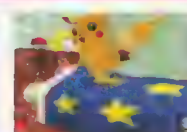
Pokémon Red &
Blue released in the US.

November 1998

Pocket Pikachu
(Pokémon Pikachu)
released in US.



December 12, 1998



Pikachu Genki
Deechu released in Japan.

POKÉMON BATTLING COIN GAME



Pokémon Battling Coin Game features cool, brass collectible coins with holographic stickers. The coins come three to a set in a CD jewel case for six to eight bucks. They're a class act and a lot more durable than cards.

Each coin features a Pokémon surrounded by a colored border. The border is divided into pie slice-like wedges of different sizes with numbers, symbols, or the names of special attacks in them. These wedges determine what that Pokémon can do. Pretty clever, eh?

To play, you and your opponent should have a stack of three to six coins each. We like six-on-six battles. The first to eliminate the other wins.

Begin by turning over the first coin on each pile. Both players spin their coins. Stop the coins and move them together. The rules suggest that one player stop his coin and move it toward his opponent's until the two touch and the second coin stops spinning. We prefer a "stop your coins at the same time and move them together" technique.

Then, compare the information at where the coins touch on the pie wedges. This will show you the results of your match.

There is a colorful and sturdy reference card in each package that tells you everything you need to know. For example, if you both got numbers, the coin that scored the higher number wins and knocks out the other coin.

Strategize by selecting your coins and their order. Try to have a variety of colors, special attacks, and items. This game has a lot less depth than the card game, which makes it ideal for younger players.

Meet the Makers

Mac Interviews the Creators of Pokémon

Recently, the Pokémon creators were in San Francisco and I took this opportunity to go behind the scenes and meet them.



Q: Did you ever expect all this?

A: (Ishihara) We did expect a positive response from the United States, but it has gone way beyond our expectations, we've never imagined this kind of success.

Q: Will we get tired of it? What will you do to keep Pokémon fresh and inventive?

A: (Ishihara) When it comes to Pokémon-related products, we're always trying to make something fun, and making ourselves happy with these new line of products. We are always trying to make something new and enjoyable, so as long as we can keep this kind of attitude in ourselves, we are not diminishing any product interest. We can tell, and we're very happy making the future product for Pokémon, and we can supply the market with new, fun, and exciting product. For example Gold and Silver introduces breeding and other new features which we think will excite the U.S. market and keep Pokémon interest high.

Q: I've played Gold and Silver and I'm really impressed with the new features, especially breeding. Was breeding a controversial subject?

A: (Ishihara) If you look at the game carefully, we never use the term breeding. Sometime in the morning you wake up and see this egg. And it's like the bird is bringing you the egg. It just happens to be a baby for you. We've been very careful how we treat the subject.

Q: So it's like the stork?

A: (Ishihara) Exactly.

Q: Was Pikachu always intended to be the "Mickey Mouse" of Pokémon?

A: (Ishihara) As far as the Game Boy game is concerned, no, that's not the case. It's Mr. Kubo who made him more like Mickey Mouse later. For the TV show, Pikachu is just one of the many characters.

Q: Who's your favorite Pokémon?

A: (Ishihara) My favorite is from Gold and Silver.

Q: The first movie opened well, but didn't stay in theaters long, what are you doing to make the second movie better?

A: (Kubo) To tell the truth, we made the script and movie more philosophical, because the public concept of Pokémon is that it was just for children, we wanted it to have more appeal to adults and high school children. So maybe we made the script a bit too complicated for the U.S. audience when they expected to see a child's cartoon.

When it comes to the second movie, which is coming to the United States later this year, we already intended it to be partially produced in America. So it should have more appeal to the American audi-

December 18, 1998



Pokémon card game released in Japan.

February 13, 1999

Pokémon airs on the Kids WB Network.



February 24, 1999

US version of Pokémon Jet starts service in San Francisco and NY with international routes.



March 21, 1999



Pokémon Snap releases for N64.

Pikachu 12-inch Plush from Hasbro



in the TV show eventually. Like Topegi and Snubble was introduced in the First movie.

Q: Let's talk for a second about Game Boy Advance and the next generation of video games. How will artificial intelligence play a role in the development of the series?

A: (Ishihara) If you've seen Pikachu VRS, you've seen one type of the ways that we will use artificial intelligence to make games. Interacting with Pikachu on a one-on-one basis, that interests us. But as far as Pokémon is concerned, they're not virtual pets.

Q: Talking about virtual pets reminds me of the virtual pet fad a few years ago, are you worried about me-too Pokémon products? Like the Tamogotchi had?

A: (Ishihara) We are always trying to enjoy ourselves when making new Pokémon products. I'm concerned that the people that are trying to make me-too product are not enjoying themselves, that

Q: Where does Nintendo go from here with Pokémon? Will we see new games on Dolphin and Game Boy Advance?

A: (Kawaguchi) Of course, for both Game Boy Advance and Dolphin, Nintendo has been asking Mr. Ishihara's team for new concepts and new ideas. Mr. Kubo will continue to work hard on the television show and the movies. It's our job to supply a hundred-person force so they can present their new ideas to the public.

Q: Are there hidden Pokémon in Gold and Silver?

A: (Kawaguchi) Yes! We will have many new and exciting characters and some are still unknown. From the Red Blue version and Gold and Silver versions, these games will continue to introduce new characters. I should also tell you Nintendo is also working on other projects with Game Freak that are not associated with Pokémon.

ence. The second movie is really made for the global audience.

The biggest problem we had with the movie was the promotion we tied to the movie, we went through 10 million trading cards.

Q: I love the TV show, will we see more of the TV show in the movie?

A: (Kubo) Most of the staff that are working on the TV show are also working on the movie. But many of the things you see in the TV show are experiments, which may be seen in some of the upcoming movies. We are trying many theatrical things. But thank you, we're glad you're a fan.

Q: Who is your favorite Pokémon?

A: (Kubo) Meowth. I'm responsible for making the original TV show, and Meowth was of course not very popular in the Game Boy game. But when we introduced him, he became very popular.

Q: Will there be other Pokémon that can speak?

A: (Kubo) Only Meowth will be able to speak with his mouth.

Q: Will Pokémon from Gold and Silver be introduced on the TV show?

A: (Kubo) All the new Pokémon will be seen

“Creatures and GAMEFREAK are already working on a 3D Digital Pokémon TV game show.”

they are doing it for some other reason. Those me-too products could never get the kind of popularity that Pokémon has.

That's awesome! Thanks guys for the great interview!



April 14, 1999



Pokémon Pinball released Game Boy.

April 30, 1999



Pokémon Stadium 2 released in Japan for N64.

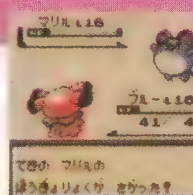
October 25, 1999

Pokémon Yellow released in the U.S.



Holiday, 2000

Pokémon Gold and Silver scheduled for simultaneous release in the U.S.



SAY CHEESE!

Complete Your PKMN Report

Welcome to Pokémon Island. You'll find many wild Pokémon here. The island consists of seven areas. For each area, you'll have a 60-shot roll of film to photograph as many Pokémon as possible. Using a variety of items, you can lure Pokémon closer and get them to do all sorts of crazy things. But you'll have to be quick with the camera to "snap 'em all."



SNAP ITEMS

TODD NEEDS MORE THAN A JUST A CAMERA to get great shots — these items will help.



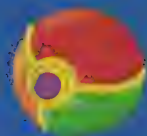
ZERO-ONE

An all-terrain vehicle that helps Todd move around the island.



APPLE

After earning 24,000 points, you'll be rewarded with apples, which can be used to lure Pokémon closer to you or to different places, resulting in better shots.



PESTER BALL

hitting Pokémon with the Pester Ball, which you'll get after earning 72,000 points, will make them do weird and crazy things, perfect for great pictures. It's also useful for flushing out hidden Pokémon.



POKÉ FLUTE

When you get 140,000 points, Professor Oak will give you the Poké Flute. It plays a number of songs, each affecting the various Pokémon in different ways.

PROFESSOR OAK

Professor Oak is a world-famous Pokémon expert. He's studying all the different Pokémon on Pokémon Island, where Pokémon can be found in their natural environment. Wild Pokémon are everywhere. Yet his research is incomplete. He needs help, but feels that Pokémon Trainers will be more interested in catching Pokémon than helping his study. As Todd, a talented, young photographer, you'll help Professor Oak with his project. You'll tour Pokémon Island, photographing as many Pokémon as possible for the PKMN Report.

You can look at your best shots in the PKMN Report. So if you want to "snap 'em all," then be sure to check out this area-by-area guide that will get you the best photos of all 63 Pokémon in no time.



Professor Oak will grade your pictures on four factors:

SIZE

Bigger Pokémon get better scores.

POSE

Active poses get better scores.

TECHNIQUE

Keep Pokémon in the center of the picture.

QUANTITY

More of the same kind of Pokémon in one shot gets a better score.



BEACH

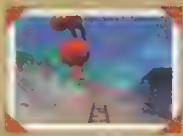


A SEASIDE AREA WITH PLENTY OF POKÉMON



PIDGEY, #16

The three Pidgey at the beginning are kind enough to fly right across your screen allowing you to get a good close-up.



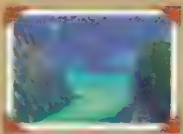
DODUO, #84

Doduo jumps across your path after the Pidgeys pass. You'll see another later, but this is the best photo opportunity.



PIKACHU, #25

You'll find Pikachu standing on the sand to the right, just zoom in and snap a good picture.



LAPRAS, #131

Lapras appears in the distant ocean to your right. But continue to check the ocean when revisiting this area, since it may come closer to shore.



BUTTERFREE, #12

After the Pikachu, you'll spot three Butterfree flying around to the right. Follow them and get a close-up, hopefully with other Butterfree.



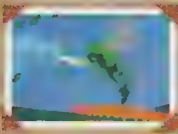
SNORLAX, #143

You'll be able to rouse Snorlax by playing the Poké Flute. It will start to dance. Click away!



MEOWTH, #52

The first time you see Meowth, knock it off the hill with a Pester Ball. It'll get up and pretend to attack. This pose will get some good points.



SCYTHYER, #123

Toss Pester Balls into the ruffling grass on your left to reveal the flying Scyther. Snap its photo while it hangs in the air.



CHANSEY, #113

While it's rolling around the rocks in a ball, hit Chansey with an item to get it to open up and reveal its true form.



EEVEE, #133

This little baby will be chasing Chansey around the rocks. Snap a shot of the Eevee gliding in mid-air for bonus points.



KANGASKHAN, #115

The Kangaskhan will turn its back to you unless you hit it with an apple. Once you do, it will get into an attack pose for a shot that Professor Oak is sure to love!

TO ADVANCE

All you need to do is take pictures of six different types of Pokémon. It's that simple.

SECRET PICS



COWABUNGA PIKACHU

Lead Pikachu to the nearby surfboard with apples and watch it get on and catch a wave!



ULTIMATE PIKACHU

When you flush out the Scyther, two Pikachus run out and hop onto the tree stumps. Get this picture for really big points.



WHIRLWIND PIDGEY

At the end of the area, two Pidgeys will attack Meowth on the right with their Whirlwind attack. Take pics of both Meowth and Pidgey.

TUNNEL



A MYSTERIOUS AREA WITH AN OLD, ABANDONED POWER PLANT



PIKACHU, #25

This cute Pokémon will be at the entrance on the right, after the big doors to the left (before the egg), and with Diglett after the second doors.



ELECTRODE, #101

Lots of these are rolling around near the tunnel entrance. Hit one with an item and take a picture of the "exploding" results.



ELECTABUZZ, #125

After you see one chasing an Electrode, quickly dash in front of it. Then turn around and take a good picture before Electabuzz passes you by.



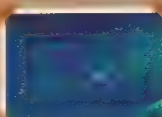
KAKUNA, #14

These guys will be dropping down before the first big doors. Be on the look out, one may drop right in front of your face!

MORE TUNNEL ▶



TUNNEL CONTINUED...



ZUBAT, # 41

After the first set of doors open, Zubat will quickly fly towards you. Get a good picture before it flies away (this will also happen at the other set of doors).



MAGIKARP, # 129

A small water pool to the right just after the broken machine is home to this Magikarp. It jumps out quickly, so look for it.



ZAPDOS, # 145

Lead the second Pikachu to the egg with apples, then play the Poké Flute to get it to do its lightning attack. This will free Zapdos from its egg. It will then recharge the Power Plant. The best picture will be of the bird bursting from its egg.



HAUNTER, # 93

(1) A purple ball will be flying around before and after the second set of doors. The flight pattern is hard to follow, but try to keep the ball in the center of the screen. (2) Later, you'll see that it's Haunter.



DIGLETT, # 50

You can spot Diglett after the second set of doors, to the left with Pikachu. A close-up of it going back into its hole will get you some good points.



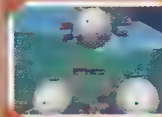
DUGTRIO, # 51

Like Diglett, only tripled! When you see Diglett, keep taking pictures of it, causing Pikachu to move. Get Pikachu far enough over and Dugtrio will pop up.



MAGNEMITE, # 81

Coax the Magnemite into a photo opportunity by throwing an apple.



MAGNETON, # 82

Use apples to lure three Magnemites together and you'll get a Magneton. Click away!

TO ADVANCE



(1) At the end of the level to the right, you'll see an Electrode sitting in front of a pile of rocks. Toss an apple at the ball. (2) it will explode and (3) reveal a new area!



SECRET PICS



PIKA BALL

At the beginning, Pikachu will move once you take its picture. Continue to do this until it gets in an Electrode's way. Instead of being run over, the Pikachu will hop on the ball and roll with it. Dash ahead for a close-up.

VOLCANO



A HOT, LAVA-FILLED AREA WITH A GIANT MOUNTAIN IN THE BACKGROUND



RAPIDASH, # 78

Toss an apple at the first one that dashes towards you to get it to rear up on its hind legs. This will make the best picture.



VULPIX, # 37

When you find the first Vulpix, lead it further up the path with apples to the other two. Throw another apple, then take a good group photo.



MAGMAR, # 126

You'll find one with a Charmander. Later on, you'll spot two after the egg. Toss an apple between the two Magmars and watch them fight it out.



CHARMANDER, # 4,
CHARMELEON, # 5

The first one can be found with Magmar. By throwing an apple, Magmar will use its fire breath on Charmander, turning it into Charmeleon. Six hidden Charmanders can be found later.



MOLTRES, # 146

The Moltres' egg blocks your path in the middle of the level. Knock it into the lava with an apple. The Moltres will emerge from the lava and soar above you. Snap it with its wings open for a beautiful pic.



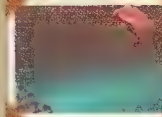
GROWLITHE, # 58

Toss Pester Balls into the three lava craters and a Growlithe should emerge from each. Lure all three closer to you to get a good picture.



ARCANINE, # 59

Sometimes, the bigger Arcanine will jump out instead of a Growlithe. Follow the same procedure as for the Growlithe.



MAGIKARP, # 129

You'll see a small pool of water before the three craters. Throw in an apple and watch Magikarp emerge.



CHARMELEON, # 5

This red guy will be circling a pool of lava. Once he moves close enough, take a picture.



CHARIZARD, # 6

When the Charmeleon comes to the front of the pool, throw a Pester Ball at it and knock it in. After a second, a gigantic Charizard surfaces. Try to get as much of its huge body in the frame as possible.

MORE VOLCANO ▶



VOLCANO CONTINUED...

TO ADVANCE

You'll need 22 different species of Pokémon on film to advance. You can backtrack to previous levels and use the apple to find new Pokémon.

SECRET PICS

This time, when you come upon the egg, don't hit it. The Zero-One will stop instantly to protect it. Now look



MULTIPLE
CHARMANDERS

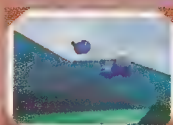
to the left and you'll see two Charmanders. Start throwing apples and more Charmanders will come out, six in all. Lure them closer with apples, then play the Poké Flute to get them to look at you. Focus on the center guy and snap a picture, but get all six in the shot. It will be one of your best and highest scoring photos!



RIVER



HIDDEN POKÉMON INFEST THIS
WINDING RIVER



POLIWHAR, # 60

These little guys are hiding in the brush on the hill to the right. Hit them with Pester Balls to draw them out to the water. Big points if you can get all three.



BULBASAU, # 1

To the left will be two green stumps rising above the logs. Throw Pester Balls to draw out the Bulbasaur. Throw an item into the small cave to bring out another Bulbasaur, three in all.



SLOWPOKE, # 79

Slowpoke stares at you with a dopey expression, so getting a good picture is simple.



SLOWBRO, # 80

The evolution of Slowpoke is tough to get. Lure the Slowpoke with apples to a brown spot (near the sign). It will turn away from the water and start fishing with its tail. A Shellder takes the bait, biting Slowpoke and turning it into a Slowbro. Play the Poké Flute to get it to turn toward you.



VILEPLUME, # 45

The mushroom known as Vileplume will only come out if you play the Poké Flute. Play the second song of the flute to get it to do flips.



SHELLDERS, # 90

These big-tongued flyers will just pop out from the water after you pass the Slowpokes. Dash ahead to get a good picture before the Shelders fly away.



METAPOD, # 11

When passing under the green canopy, you'll spot four Metapods at the top. Hit the last one with a Pester Ball to make it come down, stopping the Zero-One. Then turn around and hit the other three for an even better shot.



PSYDUCK, # 54

Psyduck will be wandering around in circles after the Metapods. Hit it with a Pester Ball. It will dive under the water, then jump up for a beautiful photo. Snap it before it ducks back down.



PORYGON, # 137

To the right, after the Psyduck, will be a small brown critter crawling on a wall. Hit it with a Pester Ball to reveal a stone-like Porygon.

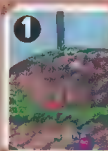


CLOYSTER, # 91

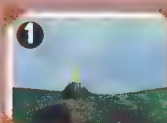
The Cloyster will rise out of the water like the Shelders. Snap a picture of it before it floats away.

TO ADVANCE

There will be two Porygons after the Psyduck. (1) Hit the second Porygon with a Pester Ball (2) and it will jump onto the switch, (3) revealing a new exit.



SECRET PICS



EXCITED PIKACHU

At the end of the level, (1) Pikachu will be resting on top of a wood structure. (2) Hitting it with a Pester Ball will cause it to run around like a maniac. It'll be a tough shot to get, but the points are worth it.

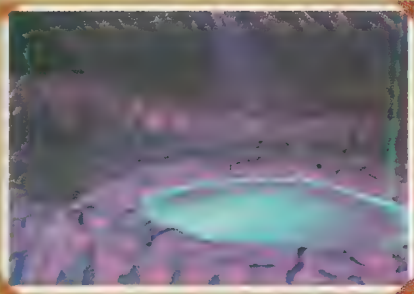
IT'S A SNAP!

This real, battery-powered Pokémon Camera has an electronic flash and resembles a Pikachu and Poké Ball. The camera, available from Tiger Electronics, is less than twenty dollars and puts a colored Pokémon border around each picture you take! It's a snap to use and is guaranteed to be one of the coolest cameras you'll ever own.

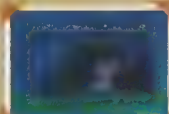




CAVE



A DEEP, DARK CAVERN FILLED WITH MANY UNUSUAL POKÉMON



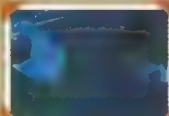
GRIMER, # 88

You'll see some of these dirty Pokémon off in the distance, but eventually you'll pass straight over one. Get its picture.



MUK, # 89

Repeatedly hitting a Grimer with Pester Balls will cause it to transform into Muk.



ZUBAT, # 41

Two Zubats will be flying around at the beginning. Get a good shot before they fly away.



BULBASAU, # 1

Three Bulbasaur are walking around the second room of the area. Lure them together for a good shot.



DITTO, # 132

Hit the Bulbasaur with a Pester Ball to reveal the Pokémon in its true form: the Ditto!



KOFFING, # 109

Three of these purple guys will be chasing Jigglypuffs around the area. You can get a good close-up before they leave.



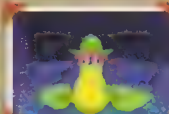
JIGGLYPUFF, # 39

These puff balls are being chased by Koffings. You can get a close-up of them while flying, but it's better to save them from the Koffings.



WEEPINBELL, # 70

In the middle of the level you'll see Weepinbell circling a pool of water. Get a good picture when it approaches.



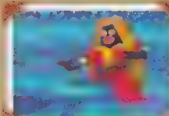
VICTREEBELL, # 71

Knock the Weepinbell into the pool and out will pop the menacing Victreebell.



MAGIKARP, # 129

Yes, it's Magikarp again. This time it's in the water pool before the Weepinbell. Throw in an apple to get it to pop out.



JYNX, # 124

Two of these witches encircle the egg. Play the Poké Flute to get them in an active pose.



ARTICUNO, # 144

Play the Poké Flute around the Jynx and Articuno will suddenly burst from the egg. You'll be treated to a light show as the Articuno hatches.

TO ADVANCE

Capture 40 different species of Pokémon on film to advance to the next level.

SECRET PICS



FLOATING PIKACHU

Try to hit the Zubat with a Pester Ball. It's tough to hit, but doing so will knock Pikachu loose, causing Pika to float to the ground. Snap a pic for special points.



FLYING PIKACHU

Once it hits the ground, the Pikachu will run over to the egg. Play the Poké Flute to free Articuno. Eventually, Pikachu will hop on Articuno! Save film for this very special shot.



SINGING JIGGLYPUFFS

Save as many Jigglypuffs as you can by hitting the Koffings with Pester Balls. The ones you save will show up at the end of the level, singing on stage. Photograph all three singing and your points will go through the roof!

VALLEY



A TURBULENT RIVER SURROUNDED BY MOUNTAINS



SQUIRTLE, # 7

In the water, at the beginning, you'll see brown shells. Hit as many as you can with Pester Balls to knock them on shore, revealing Squirtle! Use an apple to lure them closer.



MAGIKARP, # 129

Throwing items in the water will occasionally cause a Magikarp to pop out.



GOLDEEN, # 118

Other times, the much rarer Goldeen will jump out and dive back into the river. Snap quick!



DRATINI, # 147

Sometimes, you won't get Magikarp or Goldeen. Instead, it'll be Dratini.

MORE VALLEY ▶

VALLEY CONTINUED...



SANDSHREW, # 27

The Sandshrew will dig into the ground when you get close. Knock down a Geodude to make Sandshrew surface.



SANDSLASH, # 28

Like Sandshrew, only bigger. This time, you have to knock down a Graveler to get Sandslash to appear.



GEODUDE, # 74

You'll see three on the wall right after the Squirtles. After that, there will be two on the left. Use a Pester Ball to knock them down. Get a group shot if you can.



GRAVELER, # 75

The first one will be on the left with the two Geodudes. Knock the two Geodudes down and the Graveler will come crashing down. You'll find another three later in the level. Play the Poké Flute to get them to do a group dance for special points.



MANKEY, # 56

Mankey will show up often, but refuse to come close. Get the best picture at the end of the level (see "To Advance").



GYARADOS, # 130

At the start of the area, you'll see a Magikarp flopping around on the distant shore. Hit it with a Pester Ball. This causes it to flop over to Mankey, who will hit the fish far away. Later, the Magikarp will be spotted after the three Gravelers, flopping on the rocks. Throw another Pester Ball at it, to get it back into the water. It will swim through the waterfall and a giant Gyarados will burst out.



STARMIE, # 121

This floating star will circle around you once you take its picture. Make sure that one picture is good.



STARYU, # 120

If you took a good pic of Starmie, it will circle you. It'll follow you as you head toward the whirlpool, which will suck in the Starmie and throw out a Staryu. Staryu won't hang around for long, so be quick.



DRAGONITE, # 149

Throw a Pester Ball into the whirlpool and a Dragonite will fly out. It'll be in a nice pose as it hangs above the whirlpool.

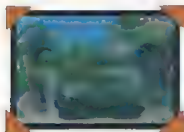
TO ADVANCE



After the whirlpool, there will be a hill to the right. A Mankey will be at the top, and three Squirtles are at the bottom. The first two Squirtles hop into their shells and slide up the mountain, missing Mankey. The third will hop into its shell and wait for you. (1) Once the shell and Mankey are lined up, hit the shell with a Pester Ball, causing it to slide up and hit Mankey, knocking it off. When you come around the bend, Mankey will be standing a few feet away from the switch (now's the time for a good close-up). Hit Mankey with a couple Pester Balls (2-3) to whack it onto the switch, opening up a new area: Professor Oak's Research Station!

POKÉMON SIGNS

Professor Oak tells you there's another area, but you must first find the six Pokémon Signs located within the levels. It may be tough because the Signs look like part of the environment.



BEACH

After the first Pikachu, look to the left. There will be a rock formation that looks like two Kinglers.



TUNNEL

Once Zapdos is freed, it will power up the plant. In the next room, you'll see three Electabuzzes. Pass them and look on the wall to the right to see the next sign.



1

2

VOLCANO

At the beginning to the left, (1) a crater will be spewing purple smoke into the air. Toss a Pester Ball into the crater and keep your eye on the purple smoke. (2) Once it looks like a Koffing, take the picture.



RIVER

When the Vileplume is at rest, it'll emit a yellow gas that obscures the sky. Use the Poké Flute to wake it up and the gas will be gone. Now look above the Vileplume to see the fourth sign.



CAVE

To the left of the water pool and Weepinbell is a strange arrangement of lights on the wall. They may not look like anything, but take a picture anyway to reveal its true form: Mewtwo.



VALLEY

At the beginning, look at the mountain in the distance. Looks like Dugtrio? That's because it is a sign of Dugtrio. It's the last sign!

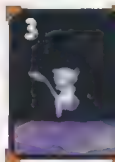
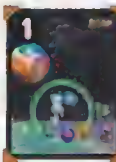


RAINBOW CLOUD

After finding all six Pokémon Signs, Professor Oak tells you that the signs lead to one place: Rainbow Cloud. The area is quite barren upon arrival, and the elusive Mew is the only Pokémon in sight. But, man, is it tough to get.

RAINBOW CLOUD

Getting a picture of Mew is no walk in the park. It is surrounded by a protective bubble that prevents you from taking its picture. At first, the bubble will be green and will move randomly from side to side. (1) Hit it three times and the bubble will become yellow. (2) Mew will flash across the screen in a hurry. Hit it three more times and it will lose its second bubble. Now, Mew is free from its bubble, but it's not over yet. Mew will now float right by you with its back turned, chasing its bubble. Try to hit it in the head with a Pester Ball (this is extremely tough). Hitting it once will cause it to stop and spin towards you. (3) Now dash ahead as quickly as you can and snap a close-up before it floats away. Success! This picture can go all the way up to 10,000 points, easily the highest scoring photo in the game. You are now a master.



You're not done yet, though. Each level will now have a Pokémon Score Challenge for you to top. You'll have one chance through each level to take the best pics. If you can beat these scores, then you're truly the Pokémon Snap master.



Full-Tilt Boogie

Tips and Tricks to Score Big and Capture Rare Pokémon

Pokémon Pinball has two pinball tables to choose from — the Red Table and the Blue Table. Both tables are loaded with secret areas and plenty of Pokémon to capture. Both are very similar, and while I'll focus on the Red Table, I'll show you the secret areas and teach you how to become a pinball wizard for both!



THE TABLE

EVERY PINBALL TABLE HAS 'EM and you need to know what they are to score major points.



Flippers

Used to keep the ball in play.



Field Multiplier Lanes

Light up all three lights to upgrade from Poké to Great to Ultra to Master Ball.



Spinner

Spin it to change Pikachu's Kickback.



Thunder Meter

Shows Pikachu's Kickback power.



Right Loop

Hit the Poké Ball through here to light the Catch 'em Arrows.



Left Outside & Inside Loop

Hit the Poké Ball through these loops three times to light up the Evolution Arrows.



Out Lanes & Return Lanes

Light Up "CAVE" to open the Bonus Cave.



Sling Shot Bumpers

Keeps the ball in play.



Pokémon Panel

Shows messages or a shadow of a Pokémon when you're in Catch 'em Mode.



Catch! Counter

(Located below Pokémon Panel)

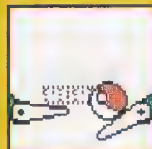
To catch a Pokémon, hit it three times in Catch 'em Mode to light up all three Poké Balls. Then shoot into the Bonus Cave to enter Bonus Stages.



Ball Saver & Shoot Again Light

When lit, the ball is saved or you can shoot again.

Keeping the Ball in Play



Learning how to nudge the table is an indispensable tool for keeping the Poké Ball in play. Real pinball wizards call this "putting english on the machine." To nudge the table, or give it english, is done easily. Pressing the **B** button and the **▼** will nudge the table to the left and right. The Select button will move or nudge the table upward. Learning to do this properly is the most important tip you can learn.

- As with any pinball table, putting too much english on the table will cause the machine to tilt, so learn the table's limits.
- When the ball is caught in a tight spot between the Field Multiplier Lanes or the Voltorbs, tilting the table will help you rack up points and hit targets.
- If the ball falls into the Out Lane, hold the flipper up and use the upward tilt to keep the ball in play.

The Blue Table



Different Color, Same Game

Instead of Voltorbs, hit the Shelders six times to reveal the Pokémon during Catch 'em Mode. Slowpoke blocks the entrance to the Evolution Cave rather than Ditto.

The Red Table



Flaming Hot Action!

The Red Table features different Pokémon just like the Red version of the Game Boy game. To catch all the Pokémon, you have to become a *Pokémon Pinball Master* on both tables.



MAC'S QUICK TIP

If you "Miss" an area pointed at by an arrow, no more arrows appear for ten seconds. To immediately make the arrows appear again, send the Poké Ball completely through either the Left or Right Loop.



MAC'S QUICK TIP

Bonus Stages

More Bang for Your Buck

In the bonus stages, you've got a limited amount of time to hit all your targets. While the stages are different on each table, the strategy for each is the same. Since you have a limited amount of time, ball control is extremely important to complete each stage (see "Keeping the Ball in Play").

Bonus Stage Tip

To rack up points, don't clear the Mewtwo stage. Leave it unfinished and return to get more points. Hitting Mewtwo's shield is worth 1,000,000 points. Hitting Mewtwo is worth 50,000,000.

Evolving Pokémon



Evolve 'em all!

Ditto blocks the entrance to the Evolution Cave. Light all three Evolution Arrows to enter the cave. Not all 151 Pokémon will be available unless you evolve several.

So, you'll need to return to the cave a lot. Hitting the ball into the Evolution Cave will start an evolution. You'll then choose which Pokémon to evolve. Now, you'll have two minutes to hit all the indicated areas, grab your prize, and reveal an item. Once you've collected three items with the Poké Ball you'll open the Bonus Cave. Pop the ball into the cave to complete the evolution.

Catching Pokémon



Catch 'em all!

Light up at least two Catch 'em Arrows to enter Catch 'em Mode – two are lit when you begin. When two Catch 'em Arrows are lit, you have to hit Bellsprout to start Catch

'em Mode. Light all three Catch 'em Arrows before triggering Catch 'em Mode and rare Pokémon may appear. Once the Catch 'em Mode begins, a shadow of a Pokémon will appear in the Pokémon Panel. Then, hit Voltorb six times to reveal the Pokémon outline. A real Pokémon will appear. Hit the Pokémon three times in two minutes to capture it.

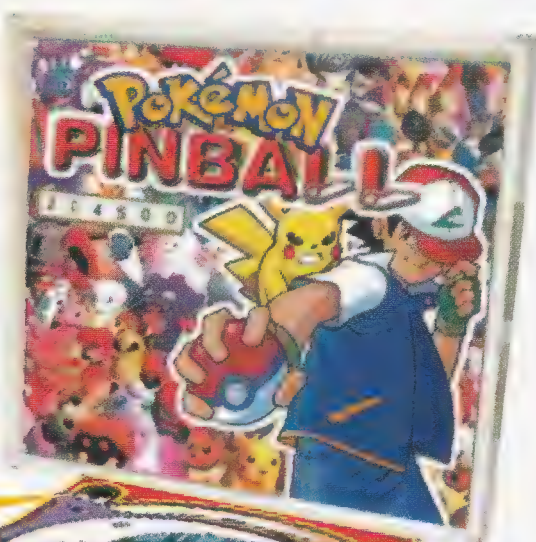
Sightseeing



You can't capture all the Pokémon if you stay in one place. You'll have to move from one area to another. There are three "Areas." You'll remain in Area One for the first three moves. The fourth and fifth moves will be in Area Two. The sixth move will be to Area Three, which only contains the Indigo Plateau, where the rarest Pokémon are.

To start a Map Move:

- Hit the Diglett three times.
- Dugtrio will appear. If it appears on the right, send the Poké Ball through the Right Loop or into Bellsprout's mouth. If the Dugtrio appears on the left, send the Poké Ball through either of the two Left Loops. Then, hit the ball into the open Bonus Cave. Do this in thirty seconds!
- Refer to your game manual for the Pokémon you'll find in the different areas.



CATCH MEW



Here Kitty, Kitty ...

Capture Mew by finishing all three Bonus Stages twice: Diglett, Gengar, and Mewtwo for the Red

Table, or Meowth, Seel, and Mewtwo for the Blue Table. Then Map Move to the Indigo Plateau. Light all three Catch 'em icons to activate Catch 'em Mode. The chances are slim (6%) that Mew will appear, but it's the only way in *Pokémon Pinball* to catch this elusive Pokémon.

POKÉDEX

Use This Handy Pokédex to Collect all 151 Pokémon

ABILITIES

This chart shows you what abilities and attacks the Pokémon can learn. ALL means the Pokémon can use the ability on all levels, even at the beginning. The levels shown here are for Red and Blue. Some Pokémon can learn different abilities or learn abilities at slightly different levels in the Yellow version.

POKÉDEX LISTING

Look up your favorite Pokémon by either number or name.

VERSION LOCATOR

These dots show you in which version the Pokémon appears. If the game color is shown, you can get the Pokémon in that version.

TYPE

This column shows you the type of the ability or attack.

EVOLUTION

This bar shows you how the Pokémon will evolve. A level number shows when the Pokémon's evolution occurs. You can only get some evolutions with one of the five elemental stones or if you trade for it.

070 WEEPINBELL	TYPE 1: Grass	TYPE 2: Poison
Vine Whip	ALL	Grass
Growth	ALL	Normal
Wrap	ALL	Normal
Poison Powder	ALL	Poison
Sleep Powder	ALL	Grass
Bellsprout	Grass	Stun Spore
Weepinbell (Level 21)		Victreebel (Leaf Stone)



001 BULBASAUR	TYPE 1: Grass	TYPE 2: Poison
Tackle	ALL	Normal
Growl	ALL	Normal
Leech Seed	7	Grass
Vine Whip	13	Grass
Poison Powder	20	Poison
Bulbasaur	Ivysaur (Level 16)	Venusaur (Level 32)



007 SQUIRTLE	TYPE 1: Water	TYPE 2:
Tackle	ALL	Normal
Tail Whip	ALL	Normal
Bubble	8	Water
Water Gun	15	Water
Bite	22	Normal
Squirtle	Wartortle (Level 16)	Blastoise (Level 36)



002 IVYSAUR	TYPE 1: Grass	TYPE 2: Poison
Tackle	ALL	Normal
Growl	ALL	Normal
Leech Seed	ALL	Grass
Vine Whip	ALL	Grass
Poison Powder	22	Poison
Bulbasaur	Ivysaur (Level 16)	Venusaur (Level 32)



003 WARTORTLE	TYPE 1: Water	TYPE 2:
Tackle	ALL	Normal
Tail Whip	ALL	Normal
Bubble	ALL	Water
Water Gun	ALL	Water
Bite	26	Normal
Squirtle	Wartortle (Level 16)	Blastoise (Level 36)



003 VENUSAUR	TYPE 1: Grass	TYPE 2: Poison
Tackle	ALL	Normal
Growl	ALL	Normal
Leech Seed	ALL	Grass
Vine Whip	ALL	Grass
Poison Powder	ALL	Poison
Bulbasaur	Ivysaur (Level 16)	Venusaur (Level 32)



009 BLASTOISE	TYPE 1: Water	TYPE 2:
Tackle	ALL	Normal
Tail Whip	ALL	Normal
Bubble	ALL	Water
Water Gun	ALL	Water
Bite	ALL	Normal
Squirtle	Wartortle (Level 16)	Blastoise (Level 36)



004 CHARMANDER	TYPE 1: Fire	TYPE 2:
Scratch	ALL	Normal
Growl	ALL	Normal
Ember	9	Fire
Leer	15	Normal
Rage	22	Normal
Charmander	Charmeleon (Level 16)	Charizard (Level 36)



010 CATERPIE	TYPE 1: Bug	TYPE 2:
Tackle	ALL	Normal
String Shot	ALL	Bug
Caterpie	Metapod (Level 7)	Butterfree (Level 10)



005 CHARMELEON	TYPE 1: Fire	TYPE 2:
Scratch	ALL	Normal
Growl	ALL	Normal
Ember	ALL	Fire
Leer	ALL	Normal
Rage	26	Normal
Charizard	Charmeleon (Level 16)	Charizard (Level 36)



011 METAPOD	TYPE 1: Bug	TYPE 2:
Harden	ALL	Normal
Caterpie	Metapod (Level 7)	Butterfree (Level 10)



006 CHARIZARD	TYPE 1: Fire	TYPE 2: Flying
Scratch	ALL	Normal
Growl	ALL	Normal
Ember	ALL	Fire
Leer	ALL	Normal
Rage	ALL	Normal
Charmander	Charmeleon (Level 16)	Charizard (Level 36)



012 BUTTERFREE	TYPE 1: Bug	TYPE 2: Flying
Confusion	12	Psychic
Poison Powder	15	Poison
Stun Spore	16	Grass
Sleep Powder	17	Grass
Supersonic	21	Normal
Caterpie	Metapod (Level 7)	Butterfree (Level 10)



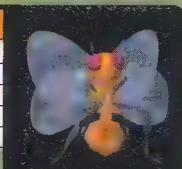
013	WEEDLE	TYPE 1: Bug	TYPE 2: Poison
Abilities	Poison Sting String Shot	ALL ALL	Poison Bug
	Weedle	Kakuna (Level 7)	Beedrill (Level 10)



014	KAKUNA	TYPE 1: Bug	TYPE 2: Poison
Abilities	Harden	ALL	Normal
	Weedle	Kakuna (Level 7)	Beedrill (Level 10)



015	BEEDRILL	TYPE 1: Bug	TYPE 2: Poison
Abilities	Fury Attack Focus Energy Twineedle Rage Pin Missile	12 16 20 25 30	Normal Normal Bug Normal Bug
	Weedle	Kakuna (Level 7)	Beedrill (Level 10)



016	PIDGEY	TYPE 1: Normal	TYPE 2: Flying
Abilities	Gust Sand Attack Quick Attack Whirlwind Wing Attack	ALL 5 12 19 28	Flying Normal Normal Normal Flying
	Pidgey	Pidgeotto (Level 18)	Pidgeot (Level 36)



017	PIDGEOTTO	TYPE 1: Normal	TYPE 2: Flying
Abilities	Gust Sand Attack Quick Attack Whirlwind Wing Attack	ALL ALL ALL 21 31	Flying Normal Normal Normal Flying
	Pidgey	Pidgeotto (Level 18)	Pidgeot (Level 36)



018	PIDGEOT	TYPE 1: Normal	TYPE 2: Normal
Abilities	Gust Sand Attack Quick Attack Whirlwind Wing Attack	ALL ALL ALL ALL ALL	Flying Normal Normal Normal Flying
	Pidgey	Pidgeotto (Level 18)	Pidgeot (Level 36)



019	RATTATA	TYPE 1: Normal	TYPE 2:
Abilities	Tackle Tail Whip Quick Attack Hyper Fang Focus Energy	ALL ALL 7 14 23	Normal Normal Normal Normal Normal
	Rattata	Raticate (Level 20)	



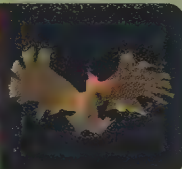
020	RATICATE	TYPE 1: Normal	TYPE 2:
Abilities	Tackle Tail Whip Quick Attack Hyper Fang Focus Energy	ALL ALL ALL ALL 27	Normal Normal Normal Normal Normal
	Rattata	Raticate (Level 20)	



021	SPEAROW	TYPE 1: Normal	TYPE 2: Flying
Abilities	Peck Growl Leer Fury Attack Mirror Move	ALL ALL 9 15 22	Flying Normal Normal Normal Flying
	Spearow	Fearow (Level 20)	



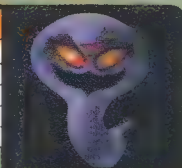
022	FEAROW	TYPE 1: Normal	TYPE 2: Flying
Abilities	Peck Growl Leer Fury Attack Mirror Move	ALL ALL ALL ALL 25	Flying Normal Normal Normal Flying
	Spearow	Fearow (Level 20)	



023	EKANS	TYPE 1: Poison	TYPE 2:
Abilities	Wrap Leer Poison Sting Bite Glare	ALL ALL 10 17 24	Normal Normal Poison Normal Normal
	Ekans	Arbok (Level 22)	



024	ARBOK	TYPE 1: Poison	TYPE 2:
Abilities	Wrap Leer Poison Sting Bite Glare	ALL ALL ALL ALL 27	Normal Normal Poison Normal Normal
	Ekans	Arbok (Level 22)	



025	PIKACHU	TYPE 1: Electric	TYPE 2:
Abilities	Thunder Shock Growl Thunder Wave Quick Attack Swift	ALL ALL 9 16 26	Electric Normal Electric Normal Normal
	Pikachu	Raichu (Thunder Stone)	



026	RAICHU	TYPE 1: Electric	TYPE 2:
Abilities	Thunder Shock Growl Thunder Wave	ALL ALL ALL	Electric Normal Electric
	Pikachu	Raichu (Thunder Stone)	



027	SANDSHREW	TYPE 1: Ground	TYPE 2:
Abilities	Scratch Sand Attack Slash Poison Sting Swift	ALL 10 17 24 31	Normal Normal Normal Poison Normal
	Sandshrew	Sandslash (Level 22)	



028	SANDSLASH	TYPE 1: Ground	TYPE 2:
Abilities	Scratch Sand Attack Slash Poison Sting Swift	ALL ALL ALL 27 36	Normal Normal Normal Poison Normal
	Sandshrew	Sandslash (Level 22)	



029	NIDORAN (F)	TYPE 1: Poison	TYPE 2:
Abilities	Growl Tackle Scratch Poison Sting Tail Whip	ALL ALL 8 14 21	Normal Normal Normal Poison Normal
	Nidoran (f)	Nidorina (Level 16)	Nidoqueen (Moon Stone)



030	NIDORINA	TYPE 1: Poison	TYPE 2:
Abilities	Growl Tackle Scratch Poison Sting Tail Whip	ALL ALL ALL ALL 23	Normal Normal Normal Poison Normal
	Nidoran (f)	Nidorina (Level 16)	Nidoqueen (Moon Stone)



031	NIDOQUEEN	TYPE 1: Poison	TYPE 2: Ground
Abilities	Growl Tackle Scratch Tail Whip Poison Sting	ALL ALL ALL ALL ALL	Normal Normal Normal Normal Poison
	Nidoran (f)	Nidorina (Level 16)	Nidoqueen (Moon Stone)



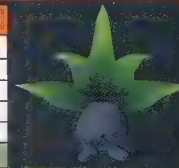
032	NIDORAN (M)	TYPE 1: Poison	TYPE 2:
Abilities	Leer Tackle Horn Attack Poison Sting Focus Energy	ALL ALL 8 14 21	Normal Normal Normal Poison Normal
	Nidoran (m)	Nidorino (Level 16)	Nidoking (Moon Stone)



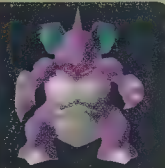
033	NIDORINO	TYPE 1: Poison	TYPE 2:
Abilities	ALL	Normal	Fury Attack 32 Normal
Tackle	ALL	Normal	Horn Drill 41 Normal
Horn Attack	ALL	Normal	Double Kick 50 Fighting
Poison Sting	ALL	Poison	
Focus Energy	23	Normal	
Nidoran (m)	Nidorino (Level 16)	Nidoking (Moon Stone)	



043	ODDISH	TYPE 1: Grass	TYPE 2: Poison
Abilities	ALL	Grass	Petal Dance 33 Grass
Poison Powder	15	Poison	Solar Beam 46 Grass
Stun Spore	17	Grass	
Sleep Powder	19	Grass	
Add	24	Poison	
Oddish	Gloom (Level 21)	Vileplume (Leaf Stone)	



034	NIDOKING	TYPE 1: Poison	TYPE 2: Ground
Abilities	ALL	Normal	
Tackle	ALL	Normal	
Horn Attack	ALL	Normal	
Poison Sting	ALL	Poison	
Thrash	23	Fighting	
Nidoran (m)	Nidorino (Level 16)	Nidoking (Moon Stone)	



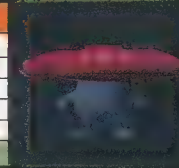
044	GLOOM	TYPE 1: Grass	TYPE 2: Poison
Abilities	ALL	Grass	Petal Dance 38 Grass
Poison Powder	ALL	Poison	Solar Beam 52 Grass
Stun Spore	ALL	Grass	
Sleep Powder	ALL	Grass	
Acid	28	Poison	
Oddish	Gloom (Level 21)	Vileplume (Leaf Stone)	



035	CLEFAIRY	TYPE 1: Normal	TYPE 2:
Abilities	ALL	Normal	Metronome 31 Normal
Growl	ALL	Normal	Defense Curl 39 Normal
Sing	13	Normal	Light Screen 48 Psychic
Doubleslap	18	Normal	
Minimize	24	Normal	
Clefairy	Clefable (Moon Stone)		



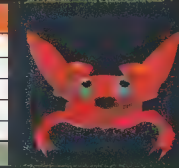
045	VILEPLUME	TYPE 1: Grass	TYPE 2: Poison
Abilities	ALL	Normal	
Poison Powder	ALL	Poison	
Stun Spore	ALL	Grass	
Sleep Powder	ALL	Grass	
Oddish	Gloom (Level 21)	Vileplume (Leaf Stone)	



036	CLEFABLE	TYPE 1: Normal	TYPE 2:
Abilities	ALL	Normal	Metronome ALL Normal
Growl	ALL	Normal	
Sing	ALL	Normal	
Doubleslap	ALL	Normal	
Minimize	ALL	Normal	
Clefairy	Clefable (Moon Stone)		



046	PARAS	TYPE 1: Bug	TYPE 2: Grass
Abilities	ALL	Normal	Growth 41 Normal
Scratch	ALL	Grass	
Stun Spore	13	Grass	
Leech Life	20	Bug	
Spore	27	Grass	
Slash	34	Normal	
Paras	Parasect (Level 24)		



037	VULPIX	TYPE 1: Fire	TYPE 2:
Abilities	ALL	Fire	Flamethrower 35 Fire
Tail Whip	ALL	Normal	Fire Spin 42 Fire
Quick Attack	16	Normal	
Roar	21	Normal	
Confuse Ray	28	Ghost	
Vulpix	Ninetales (Fire Stone)		



047	PARASECT	TYPE 1: Bug	TYPE 2: Grass
Abilities	ALL	Normal	Growth 48 Normal
Scratch	ALL	Grass	
Stun Spore	ALL	Grass	
Leech Life	ALL	Bug	
Spore	30	Grass	
Slash	39	Normal	
Paras	Parasect (Level 24)		



038	NINETALES	TYPE 1: Fire	TYPE 2:
Abilities	ALL	Fire	
Tail Whip	ALL	Normal	
Vulpix	Ninetales (Fire Stone)		



048	VENONAT	TYPE 1: Bug	TYPE 2: Poison
Abilities	ALL	Normal	Psybeam 35 Psychic
Tackle	ALL	Normal	Sleep Powder 38 Grass
Disable	ALL	Normal	Psychic 43 Psychic
Poison Powder	24	Poison	
Leech Life	27	Bug	
Stun Spore	30	Grass	
Venonat	Venomoth (Level 31)		



039	JIGGLYPUFF	TYPE 1: Normal	TYPE 2:
Abilities	ALL	Normal	Rest 29 Psychic
Sing	9	Normal	Body Slam 34 Normal
Disable	14	Normal	Double-Edge 39 Normal
Defense Curl	19	Normal	
Doubleslap	24	Normal	
Jigglypuff	Wigglytuff (Moon Stone)		



049	VENOMOTH	TYPE 1: Bug	TYPE 2: Poison
Abilities	ALL	Normal	Psybeam 38 Psychic
Tackle	ALL	Normal	Sleep Powder 43 Grass
Disable	ALL	Normal	Psychic 50 Psychic
Poison Powder	ALL	Poison	
Leech Life	ALL	Bug	
Stun Spore	ALL	Grass	
Venonat	Venomoth (Level 31)		



040	WIGGLYTUFF	TYPE 1: Normal	TYPE 2:
Abilities	ALL	Normal	
Sing	ALL	Normal	
Disable	ALL	Normal	
Defense Curl	ALL	Normal	
Doubleslap	ALL	Normal	
Jigglypuff	Wigglytuff (Moon Stone)		



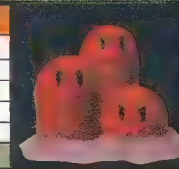
050	DIGLETT	TYPE 1: Ground	TYPE 2:
Abilities	ALL	Normal	Earthquake 40 Ground
Scratch	ALL	Normal	
Growl	ALL	Normal	
Dig	19	Ground	
Sand Attack	24	Normal	
Slash	31	Normal	
Diglett	Dugtrio (Level 26)		



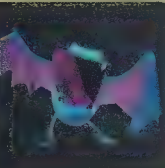
041	ZUBAT	TYPE 1: Poison	TYPE 2: Flying
Abilities	ALL	Bug	Haze 36 Ice
Leech Life	10	Normal	
Supersonic	15	Normal	
Bite	21	Ghost	
Confuse Ray	28	Flying	
Wing Attack			
Zubat	Golbat (Level 22)		



051	DUGTRIO	TYPE 1: Ground	TYPE 2:
Abilities	ALL	Normal	Earthquake 47 Ground
Scratch	ALL	Normal	
Growl	ALL	Normal	
Dig	ALL	Ground	
Sand Attack	ALL	Normal	
Slash	35	Normal	
Diglett	Dugtrio (Level 26)		



042	GOLBAT	TYPE 1: Poison	TYPE 2: Flying
Abilities	ALL	Bug	Wing Attack 32 Flying
Leech Life	ALL	Normal	Haze 43 Ice
Scream	ALL	Normal	
Supersonic	ALL	Normal	
Bite	ALL	Normal	
Confuse Ray	ALL	Ghost	
Zubat	Golbat (Level 22)		



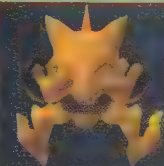
052	MEOWTH	TYPE 1: Normal	TYPE 2:
Abilities	ALL	Normal	Fury Swipes 33 Normal
Scratch	ALL	Normal	Slash 44 Normal
Growl	ALL	Normal	
Bite	12	Normal	
Pay Day	17	Normal	
Scream	24	Normal	
Meowth	Persian (Level 28)		



053 PERSIAN	TYPE 1: Normal	TYPE 2:
Scratch	ALL Normal	Fury Swipes 37 Normal
Growl	ALL Normal	Slash 51 Normal
Bite	ALL Normal	
Pay Day	ALL Normal	
Scream	ALL Normal	
Meowth	Persian (Level 28)	



063 ABRA	TYPE 1: Psychic	TYPE 2:
Teleport	ALL Psychic	
Abra	Kadabra (Level 16) Alakazam (TRADE)	



054 PSYDUCK	TYPE 1: Water	TYPE 2:
Scratch	ALL Normal	Hydro Pump 52 Water
Tail Whip	28 Normal	
Disable	31 Normal	
Confusion	36 Psychic	
Fury Swipes	43 Normal	
Psyduck	Golduck (Level 33)	



064 KADABRA	TYPE 1: Psychic	TYPE 2:
Teleport	ALL Psychic	Psychic 38 Psychic
Confusion	ALL Psychic	Reflect 42 Psychic
Disable	20 Normal	
Psybeam	27 Psychic	
Recover	31 Normal	
Abra	Kadabra (Level 16) Alakazam (TRADE)	



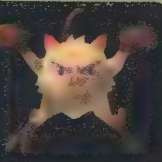
055 GOLDDUCK	TYPE 1: Water	TYPE 2:
Scratch	ALL Normal	Hydro Pump 59 Water
Tail Whip	ALL Normal	
Disable	ALL Normal	
Confusion	39 Psychic	
Fury Swipes	48 Normal	
Psyduck	Golduck (Level 33)	



065 ALAKAZAM	TYPE 1: Psychic	TYPE 2:
Teleport	ALL Psychic	Psychic 38 Psychic
Confusion	16 Psychic	Reflect 42 Psychic
Disable	20 Normal	
Psybeam	27 Psychic	
Recover	31 Normal	
Abra	Kadabra (Level 16) Alakazam (TRADE)	



056 MANKEY	TYPE 1: Fighting	TYPE 2:
Scratch	ALL Normal	Seismic Toss 33 Fighting
Leer	ALL Normal	Thrash 39 Normal
Karate Chop	15 Normal	
Fury Attack	21 Normal	
Focus Energy	27 Normal	
Mankey	Primeape (Level 28)	



066 MACHOP	TYPE 1: Fighting	TYPE 2:
Karate Chop	ALL Normal	Submission 46 Fighting
Low Kick	20 Fighting	
Leer	25 Normal	
Focus Energy	32 Normal	
Seismic Toss	39 Fighting	
Machop	Machoke (Level 28) Machop (TRADE)	



057 PRIMEAPE	TYPE 1: Fighting	TYPE 2:
Scratch	ALL Normal	Seismic Toss 37 Fighting
Leer	ALL Normal	Thrash 46 Normal
Karate Chop	ALL Normal	
Fury Attack	ALL Normal	
Focus Energy	ALL Normal	
Mankey	Primeape (Level 28)	



067 MACHOKE	TYPE 1: Fighting	TYPE 2:
Karate Chop	ALL Normal	Submission 52 Fighting
Low Kick	ALL Fighting	
Leer	ALL Normal	
Focus Energy	36 Normal	
Seismic Toss	44 Fighting	
Machop	Machoke (Level 28) Machop (TRADE)	



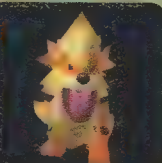
058 GROWLITHE	TYPE 1: Fire	TYPE 2:
Bite	ALL Normal	Agility 39 Psychic
Roar	ALL Normal	Flamethrower 50 Fire
Ember	18 Fire	
Leer	23 Normal	
Take Down	30 Normal	
Growlthite	Arcanine (Fire Stone)	



068 MACHAMP	TYPE 1: Fighting	TYPE 2:
Karate Chop	ALL Normal	Submission 52 Fighting
Low Kick	ALL Fighting	
Leer	ALL Normal	
Focus Energy	36 Normal	
Seismic Toss	44 Fighting	
Machop	Machoke (Level 28) Machamp (TRADE)	



059 ARCANINE	TYPE 1: Fire	TYPE 2:
Bite	ALL Normal	
Roar	ALL Normal	
Growlthite	Arcanine (Fire Stone)	



069 BELLSPOUT	TYPE 1: Grass	TYPE 2: Poison
Vine Whip	ALL Grass	Stun Spore 21 Grass
Growth	ALL Normal	Acid 26 Poison
Wrap	13 Normal	Razor Leaf 33 Grass
Poison Powder	15 Poison	Slam 42 Normal
Sleep Powder	18 Grass	
Bellsprout	Weepinbell (Level 21) Victreebell (Leaf Stone)	



060 POLIWAG	TYPE 1: Water	TYPE 2:
Bubble	ALL Water	Amnesia 38 Psychic
Hypnosis	16 Psychic	Hydro Pump 45 Water
Water Gun	19 Water	
Double Slap	25 Normal	
Body Slam	31 Normal	
Poliwag	Poliwhirl (Level 25) Poliwrath (Water Stone)	



070 WEEPINBELL	TYPE 1: Grass	TYPE 2: Poison
Vine Whip	ALL Grass	Stun Spore 23 Grass
Growth	ALL Normal	Acid 29 Poison
Wrap	ALL Normal	Razor Leaf 38 Grass
Poison Powder	ALL Poison	Slam 49 Normal
Sleep Powder	ALL Grass	
Bellsprout	Weepinbell (Level 21) Victreebell (Leaf Stone)	



061 POLIWHIRL	TYPE 1: Water	TYPE 2:
Bubble	ALL Water	Amnesia 41 Psychic
Hypnosis	ALL Psychic	Hydro Pump 49 Water
Water Gun	ALL Water	
Double Slap	26 Normal	
Body Slam	33 Normal	
Poliwag	Poliwhirl (Level 25) Poliwrath (Water Stone)	



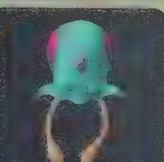
071 VICTREEBELL	TYPE 1: Grass	TYPE 2: Poison
Vine Whip	ALL Grass	
Growth	ALL Normal	
Wrap	ALL Grass	
Poison Powder	ALL Poison	
Sleep Powder	ALL Grass	
Bellsprout	Weepinbell (Level 21) Victreebell (Leaf Stone)	



062 POLIWRATH	TYPE 1: Water	TYPE 2: Fighting
Bubble	ALL Normal	
Hypnosis	ALL Psychic	
Water Gun	ALL Water	
Poliwag	Poliwhirl (Level 25) Poliwrath (Water Stone)	



072 TENTACOO	TYPE 1: Water	TYPE 2: Poison
Acid	ALL Poison	Constrict 27 Normal
Super Sonic	7 Normal	Barrier 33 Psychic
Wrap	13 Normal	Scream 40 Normal
Poison Sting	18 Poison	Hydro Pump 48 Water
Water Gun	22 Water	
Tentacool	Tentacruel (Level 30)	



073	TENTACUCEL	TYPE 1: Water	TYPE 2: Poison
Abilities	ALL	Poison	Constrict
Acid	ALL	Normal	Barrier
Supersonic	ALL	Normal	Screech
Wrap	ALL	Normal	Hydro Pump
Poison Sting	ALL	Poison	50
Water Gun	ALL	Water	
Tentacool	Tentacruel (Level 30)		



083	FARFETCH'D	TYPE 1: Normal	TYPE 2: Flying
Abilities	ALL	Flying	Agility
Peck	ALL	Normal	31
Sand Attack	ALL	Normal	39
Leer	7	Normal	
Fury Attack	15	Normal	
Swords Dance	23	Normal	
Farfetch'd	Farfetch'd		



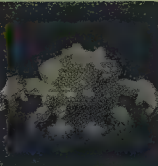
074	GEODUDE	TYPE 1: Rock	TYPE 2: Ground
Abilities	ALL	Normal	Earthquake
Tackle	11	Normal	Explosion
Defense Curl	16	Rock	
Rock Throw	21	Normal	
Self Destruct	26	Normal	
Harden			
Geodude	Graveler (Level 23)		



084	DODUO	TYPE 1: Normal	TYPE 2: Flying
Abilities	ALL	Flying	Tri Attack
Peck	28	Normal	Agility
Growl	24	Normal	40
Fury Attack	30	Flying	44
Drill Peck	36	Normal	
Rage			
Doduo	Dodrio (Level 31)		



075	GRAVELER	TYPE 1: Rock	TYPE 2: Ground
Abilities	ALL	Normal	Earthquake
Tackle	ALL	Normal	Explosion
Defense Curl	ALL	Rock	
Rock Throw	ALL	Normal	
Self Destruct	29	Normal	
Harden			
Geodude	Graveler (Level 25)		



085	DODRIO	TYPE 1: Normal	TYPE 2: Flying
Abilities	ALL	Flying	Tri Attack
Peck	ALL	Normal	Agility
Growl	ALL	Normal	45
Fury Attack	ALL	Normal	51
Drill Peck	ALL	Flying	
Rage	39	Normal	
Doduo	Dodrio (Level 31)		



076	GOLEM	TYPE 1: Rock	TYPE 2: Ground
Abilities	ALL	Normal	Earthquake
Tackle	ALL	Normal	Explosion
Defense Curl	ALL	Rock	
Rock Throw	ALL	Normal	
Self Destruct	29	Normal	
Harden			
Geodude	Graveler (Level 25)		



086	SEEL	TYPE 1: Water	TYPE 2:
Abilities	ALL	Normal	Ice Beam
Head Butt	30	Normal	50
Growl	35	Ice	
Aurora Beam	40	Psychic	
Rest	45	Normal	
Take Down			
Seel	Dewong (Level 34)		



077	PONYTA	TYPE 1: Fire	TYPE 2:
Abilities	ALL	Fire	Take Down
Ember	30	Normal	Agility
Tail Whip	32	Normal	
Stomp	35	Normal	
Growl	39	Fire	
Fire Spin			
Ponyta	Rapidash (Level 40)		



087	DEWGONG	TYPE 1: Water	TYPE 2: Ice
Abilities	ALL	Normal	Ice Beam
Head Butt	30	Normal	56
Growl	35	Ice	
Aurora Beam	44	Psychic	
Rest	50	Normal	
Take Down			
Seel	Dewong (Level 34)		



078	RAPIDASH	TYPE 1: Fire	TYPE 2:
Abilities	ALL	Fire	Take Down
Ember	ALL	Normal	Agility
Tail Whip	ALL	Normal	
Stomp	ALL	Normal	
Growl	ALL	Fire	
Fire Spin			
Ponyta	Rapidash (Level 40)		



088	GRIMER	TYPE 1: Poison	TYPE 2:
Abilities	ALL	Normal	Harden
Pound	ALL	Normal	Screech
Disable	30	Poison	Acid Armor
Poison Gas	33	Normal	
Minimize	37	Poison	
Sludge			
Grimer	Muk (Level 38)		



079	SLOWPOKE	TYPE 1: Water	TYPE 2: Psychic
Abilities	ALL	Psychic	Amnesia
Confusion	18	Normal	Psychic
Disable	22	Normal	
Head Butt	27	Normal	
Growl	33	Water	
Water Gun			
Slowpoke	Slowbro (Level 37)		



089	MUK	TYPE 1: Poison	TYPE 2:
Abilities	ALL	Normal	Harden
Pound	ALL	Normal	Screech
Disable	ALL	Poison	Acid Armor
Poison Gas	ALL	Normal	
Minimize	ALL	Poison	
Sludge			
Grimer	Muk (Level 38)		



080	SLOWBRO	TYPE 1: Water	TYPE 2: Psychic
Abilities	ALL	Psychic	Amnesia
Confusion	ALL	Normal	Psychic
Disable	ALL	Normal	
Head Butt	27	Normal	
Growl	33	Water	
Water Gun			
Slowpoke	Slowbro (Level 37)		



090	SHELLDER	TYPE 1: Water	TYPE 2:
Abilities	ALL	Normal	Leer
Tackle	ALL	Water	Ice Beam
Withdraw	18	Normal	
Supersonic	23	Water	
Clamp	30	Ice	
Aurora Beam			
Shellder	Cloyster (Water Stone)		



081	MAGNETITE	TYPE 1: Electric	TYPE 2:
Abilities	ALL	Normal	Swift
Tackle	ALL	Normal	Screech
Sonic Boom	25	Electric	
Thunder Shock	29	Normal	
Supersonic	35	Electric	
Thunder Wave			
Magnetite	Magnetron (Level 30)		



091	CLOYSTER	TYPE 1: Water	TYPE 2: Ice
Abilities	ALL	Normal	
Tackle	ALL	Water	
Withdraw	50	Normal	
Spike Cannon			
Shellder	Cloyster (Water Stone)		






082	MAGNETON	TYPE 1: Electric	TYPE 2:
Abilities	ALL	Normal	Swift
Tackle	ALL	Normal	Screech
Sonic Boom	ALL	Electric	
Thunder Shock	ALL	Normal	
Supersonic	38	Electric	
Thunder Wave			
Magnetite	Magnetron (Level 30)		






092	GASTLY	TYPE 1: Ghost	TYPE 2: Poison
Abilities	ALL	Ghost	
Lick	ALL	Ghost	
Confuse Ray	ALL	Ghost	
Night Shade	27	Psychic	
Hypnosis	35	Psychic	
Dream Eater			
Gastly	Haunter (Level 25)		






093	HAUNTER	  	TYPE 1: Ghost	TYPE 2: Poison
ABILITIES				
Lick	ALL	Ghost		
Confuse Ray	ALL	Ghost		
Night Shade	ALL	Ghost		
Hypnosis	29	Psychic		
Dream Eater	38	Psychic		
Gastly	Haunter (Level 25) > Gengar (TRADE)			






094	GENGAR	  	TYPE 1: Ghost	TYPE 2: Poison
ABILITIES				
Lick	ALL	Ghost		
Confuse Ray	ALL	Ghost		
Night Shade	ALL	Ghost		
Hypnosis	29	Psychic		
Dream Eater	38	Psychic		
Gastly	Haunter (Level 25) > Gengar (TRADE)			






095	ONIX	  	TYPE 1: Rock	TYPE 2: Ground
ABILITIES				
Tackle	ALL	Normal	Slam	33 Normal
Screech	ALL	Normal	Harden	43 Normal
Bind	15	Normal		
Rock Throw	19	Rock		
Rage	25	Normal		
Onix				






096	DROWZEE	  	TYPE 1: Psychic	TYPE 2:
ABILITIES				
Pound	ALL	Normal	Poison Gas	29 Poison
Hypnosis	ALL	Psychic	Psychic	32 Psychic
Disable	12	Normal	Meditate	37 Psychic
Confusion	17	Psychic		
Head Butt	24	Normal		
Drowzee	Hypno (Level 26) >			






097	HYPNO	  	TYPE 1: Psychic	TYPE 2:
ABILITIES				
Pound	ALL	Normal	Poison Gas	33 Poison
Hypnosis	ALL	Psychic	Psychic	37 Psychic
Disable	ALL	Normal	Meditate	43 Psychic
Confusion	ALL	Psychic		
Head Butt	ALL	Normal		
Drowzee	Hypno (Level 26) >			






098	KRABBY	  	TYPE 1: Water	TYPE 2:
ABILITIES				
Bubble	ALL	Water	Crab Hammer	35 Water
Leer	ALL	Normal	Harden	40 Normal
Vice Grip	20	Normal		
Guillotine	25	Normal		
Stomp	30	Normal		
Krabby	Klingler (Level 28) >			






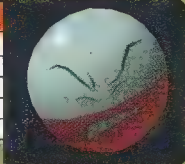
099	KINGLER	  	TYPE 1: Water	TYPE 2:
ABILITIES				
Bubble	ALL	Water	Crab Hammer	42 Water
Leer	ALL	Normal	Harden	49 Normal
Vice Grip	ALL	Normal		
Guillotine	25	Normal		
Stomp	34	Normal		
Krabby	Klingler (Level 28) >			



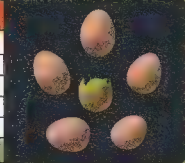
100	VOLTORB	  	TYPE 1: Electric	TYPE 2:
ABILITIES				
Tackle	ALL	Normal	Swift	36 Normal
Screech	ALL	Normal	Explosion	43 Normal
Sonic Boom	17	Normal		
Self Destruct	22	Normal		
Light Screen	29	Psychic		
Voltorb	Electrode (Level 30) >			






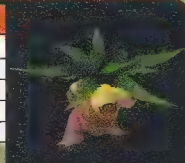
101	ELECTRODE	  	TYPE 1: Electric	TYPE 2:
ABILITIES				
Tackle	ALL	Normal	Swift	40 Normal
Screech	ALL	Normal	Explosion	50 Normal
Sonic Boom	ALL	Normal		
Self Destruct	22	Normal		
Light Screen	29	Psychic		
Voltorb	Electrode (Level 30) >			






102	EXEGGCUTE	  	TYPE 1: Grass	TYPE 2: Psychic
ABILITIES				
Barrage	ALL	Normal	Poison Powder	37 Poison
Hypnosis	ALL	Psychic	Solar Beam	42 Grass
Reflect	25	Psychic	Sleep Powder	48 Grass
Leech Seed	28	Grass		
Stun Spore	32	Grass		
Exeggcuter	Exeggutor (Leaf Stone) >			






103	EXEGGUTOR	  	TYPE 1: Grass	TYPE 2: Psychic
ABILITIES				
Barrage	ALL	Normal		
Hypnosis	ALL	Psychic		
Stomp	28	Normal		
Exeggcuter	Exeggutor (Leaf Stone) >			






104	CUBONE	  	TYPE 1: Ground	TYPE 2:
ABILITIES				
Bone Club	ALL	Ground	Bonemerang	43 Ground
Growl	ALL	Normal	Rage	46 Normal
Leer	25	Normal		
Focus Energy	31	Normal		
Thrash	38	Normal		
Cubone	Marowak (Level 28) >			






105	MAROWAK	  	TYPE 1: Ground	TYPE 2:
ABILITIES				
Bone Club	ALL	Ground	Bonemerang	48 Ground
Growl	ALL	Normal	Rage	55 Normal
Leer	ALL	Normal		
Focus Energy	33	Normal		
Thrash	41	Normal		
Cubone	Marowak (Level 28) >			






106	HITMONLEE	  	TYPE 1: Fighting	TYPE 2:
ABILITIES				
Double Kick	ALL	Fighting	Hi Jump Kick	48 Fighting
Meditate	ALL	Psychic	Mega Kick	53 Normal
Rolling Kick	33	Fighting		
Jump Kick	38	Fighting		
Focus Energy	43	Normal		
Hitmonlee				






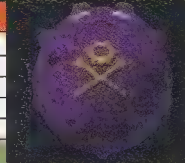
107	HITMONCHAN	  	TYPE 1: Fighting	TYPE 2:
ABILITIES				
Comet Punch	ALL	Normal	Mega Punch	48 Normal
Agility	ALL	Psychic	Counter	53 Fire
Fire Punch	33	Fire		
Ice Punch	38	Ice		
Thunder Punch	43	Electric		
Hitmonchan				






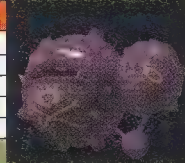
108	LICKITUNG	  	TYPE 1: Normal	TYPE 2:
ABILITIES				
Wrap	ALL	Normal	Slam	31 Normal
Supersonic	ALL	Normal	Screech	39 Normal
Stomp	ALL	Normal		
Disable	ALL	Normal		
Defense Curl	ALL	Normal		
Lickitung				




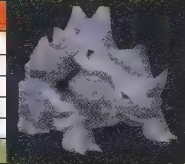
109	KOFFING	  	TYPE 1: Poison	TYPE 2:
ABILITIES				
Tackle	ALL	Normal	Haze	45 Ice
Smog	ALL	Poison	Explosion	48 Normal
Sludge	32	Poison		
Smoke Screen	37	Normal		
Self Destruct	40	Normal		
Koffing	Weezing (Level 33) >			





110	WEEZING	  	TYPE 1: Poison	TYPE 2:
ABILITIES				
Tackle	ALL	Normal	Haze	49 Ice
Smog	ALL	Poison	Explosion	53 Normal
Sludge	ALL	Poison		
Smoke Screen	39	Normal		
Self Destruct	43	Normal		
Koffing	Weezing (Level 33) >			



111	RHYHORN	  	TYPE 1: Ground	TYPE 2: Rock
ABILITIES				
Horn Attack	ALL	Normal	Leer	50 Normal
Stomp	30	Normal	Take Down	55 Normal
Tail Whip	35	Normal		
Fury Attack	40	Normal		
Horn Drill	45	Normal		
Rhyhorn	Rhydon (Level 42) >			



112	RHYDON	  	TYPE 1: Ground	TYPE 2: Rock
ABILITIES				
Horn Attack	ALL	Normal	Leer	55 Normal
Stomp	ALL	Normal	Take Down	64 Normal
Tail Whip	ALL	Normal		
Fury Attack	ALL	Normal		
Horn Drill	48	Normal		
Rhyhorn	Rhydon (Level 42) >			



113	CHANSEY	TYPE 1: Normal	TYPE 2:
ABILITIES			
Pound	ALL	Normal	Defense Curl 44 Normal
Double Slap	ALL	Normal	Light Screen 48 Psychic
Sing	24	Normal	Double Edge 54 Normal
Growl	30	Normal	
Minimize	38	Normal	
Chansey			



123	SCYTHER	TYPE 1: Bug	TYPE 2: Flying
ABILITIES			
Quick Attack	ALL	Normal	Swords Dance 35 Normal
Leer	ALL	Normal	Agility 42 Psychic
Focus Energy	ALL	Normal	
Double Team	24	Normal	
Slash	29	Normal	
Scyther			



114	TANGELA	TYPE 1: Grass	TYPE 2:
ABILITIES			
Konstrict	ALL	Normal	Sleep Powder 39 Grass
Blind	ALL	Normal	Slam 45 Normal
Absorb	29	Grass	Growth 49 Normal
Poison Powder	32	Poison	
Stun Spore	36	Grass	
Tangela			



124	LYNX	TYPE 1: Ice	TYPE 2: Psychic
ABILITIES			
Pound	ALL	Normal	Bodyslam 39 Normal
Lovely Kiss	ALL	Normal	Thrash 47 Normal
Lick	ALL	Ghost	Blizzard 58 Ice
Double Slap	ALL	Normal	
Ice Punch	31	Ice	
Lynx			



115	KANGASKHAN	TYPE 1: Normal	TYPE 2:
ABILITIES			
Comet Punch	ALL	Normal	Leer 41 Normal
Rage	ALL	Normal	Dizzy Punch 46 Normal
Bite	26	Normal	
Tail Whip	31	Normal	
Mega Punch	36	Normal	
Kangaskhan			



125	ELECTABUZZ	TYPE 1: Electric	TYPE 2:
ABILITIES			
Quick Attack	ALL	Normal	Light Screen 49 Psychic
Leer	ALL	Normal	Thunder 54 Electric
Thunder Shock	34	Electric	
Scream	37	Normal	
Thunder Punch	42	Electric	
Electabuzz			



116	HORSEA	TYPE 1: Water	TYPE 2:
ABILITIES			
Bubble	ALL	Water	Hydro Pump 45 Water
Smoke Screen	19	Normal	
Leer	24	Normal	
Water Gun	30	Water	
Agility	37	Psychic	
Horsea			



126	MAGMAR	TYPE 1: Fire	TYPE 2:
ABILITIES			
Ember	ALL	Fire	Smog 52 Poison
Leer	36	Normal	Flamethrower 55 Fire
Confuse Ray	39	Ghost	
Fire Punch	43	Fire	
Smoke Screen	48	Normal	
Magmar			



117	SEADRA	TYPE 1: Water	TYPE 2:
ABILITIES			
Bubble	ALL	Water	Hydro Pump 52 Water
Smoke Screen	19	Normal	
Leer	24	Normal	
Water Gun	30	Water	
Agility	41	Psychic	
Horsea			



127	PINSIR	TYPE 1: Bug	TYPE 2:
ABILITIES			
Vicegrip	ALL	Normal	Slash 49 Normal
Seismic Toss	25	Fighting	Swords Dance 54 Normal
Guillotine	30	Normal	
Focus Energy	36	Normal	
Harden	43	Normal	
Pinsir			



118	GOLDEEN	TYPE 1: Water	TYPE 2:
ABILITIES			
Peck	ALL	Flying	Waterfall 37 Water
Tail Whip	ALL	Normal	Horn Drill 45 Normal
Supersonic	19	Normal	Agility 54 Psychic
Horn Attack	24	Normal	
Fury Attack	30	Normal	
Goldeen			



128	TAUROS	TYPE 1: Normal	TYPE 2:
ABILITIES			
Tackle	ALL	Normal	Take Down 51 Normal
Stomp	ALL	Normal	
Tail Whip	28	Normal	
Leer	35	Normal	
Rage	44	Normal	
Taurus			



119	SEAKING	TYPE 1: Water	TYPE 2:
ABILITIES			
Peck	ALL	Flying	Waterfall 39 Water
Tail Whip	ALL	Normal	Horn Drill 48 Normal
Supersonic	ALL	Normal	Agility 54 Psychic
Horn Attack	24	Normal	
Fury Attack	30	Normal	
Goldeen			



129	MAGIKARP	TYPE 1: Water	TYPE 2:
ABILITIES			
Splash	ALL	Normal	
Tackle	15	Normal	
Magikarp			



120	STARU	TYPE 1: Water	TYPE 2:
ABILITIES			
Tackle	ALL	Normal	Minimize 37 Normal
Water Gun	17	Water	Light Screen 42 Psychic
Harden	22	Normal	Hydro Pump 47 Water
Recover	27	Normal	
Swift	32	Normal	
Staru			



130	GYARADOS	TYPE 1: Water	TYPE 2: Flying
ABILITIES			
Splash	ALL	Normal	Hydro Pump 41 Water
Tackle	ALL	Normal	Hyper Beam 52 Normal
Bite	20	Normal	
Dragon Rage	25	Dragon	
Leer	32	Normal	
Magikarp			



121	STARMIE	TYPE 1: Water	TYPE 2: Psychic
ABILITIES			
Tackle	ALL	Normal	
Staryu			



131	LAPRAS	TYPE 1: Water	TYPE 2: Ice
ABILITIES			
Water Gun	ALL	Water	Confuse Ray 31 Ghost
Growl	ALL	Normal	Ice Beam 38 Ice
Sing	16	Normal	Hydro Pump 46 Water
Mist	20	Ice	
Body Slam	25	Normal	
Lapras			



122	MR. MIME	TYPE 1: Psychic	TYPE 2:
ABILITIES			
Barrier	ALL	Psychic	Substitute 47 Normal
Confusion	15	Psychic	
Light Screen	23	Psychic	
Double Slap	31	Normal	
Meditate	39	Psychic	
Mr. Mime			



132	DITTO	TYPE 1: Normal	TYPE 2:
ABILITIES			
Transform	ALL	Normal	
Ditto			





133	EEVEE	TYPE 1: Normal	TYPE 2:
ABILITIES			
Tackle	ALL	Normal	Take Down 45
Sand Attack	ALL	Normal	
Quick Attack	27	Normal	
Tail Whip	31	Normal	
Bite	37	Normal	
Eevee			



134	VAPOREON	TYPE 1: Water	TYPE 2:
ABILITIES			
Tackle	ALL	Normal	Bite 40
Sand Attack	ALL	Normal	Acid Armor 42
Quick Attack	27	Normal	Haze 44
Water Gun	31	Water	Mist 48
Tail Whip	37	Normal	Hydro Pump 54
Eevee			



135	JOLTEON	TYPE 1: Electric	TYPE 2:
ABILITIES			
Tackle	ALL	Normal	Thunder Wave 40
Sand Attack	ALL	Normal	Double Kick 42
Quick Attack	27	Normal	Agility 44
Thunder Shock	31	Electric	Pin Missile 48
Tail Whip	37	Normal	Thunder 54
Eevee			



136	FLAREON	TYPE 1: Fire	TYPE 2:
ABILITIES			
Tackle	ALL	Normal	Bite 40
Sand Attack	ALL	Normal	Leer 42
Quick Attack	27	Normal	Fire Spin 44
Ember	31	Fire	Rage 48
Tail Whip	37	Normal	Flamethrower 54
Eevee			



137	PORYGON	TYPE 1: Normal	TYPE 2:
ABILITIES			
Tackle	ALL	Normal	Agility 35
Sharpen	ALL	Normal	Tri Attack 42
Conversion	ALL	Normal	
Psybeam	23	Psychic	
Recover	28	Normal	
Porygon			



138	OMANYTE	TYPE 1: Rock	TYPE 2: Water
ABILITIES			
Water Gun	ALL	Water	Hydro Pump 53
Withdraw	ALL	Water	
Horn Attack	34	Normal	
Leer	39	Normal	
Spike Cannon	46	Normal	
Omanyte			



139	OMASTAR	TYPE 1: Rock	TYPE 2: Water
ABILITIES			
Water Gun	ALL	Water	Hydro Pump 49
Withdraw	ALL	Water	
Horn Attack	ALL	Normal	
Leer	ALL	Normal	
Spike Cannon	44	Normal	
Omanyte			



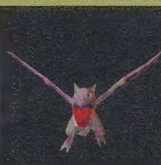
140	KABUTO	TYPE 1: Rock	TYPE 2: Water
ABILITIES			
Scratch	ALL	Normal	Hydro Pump 49
Harden	ALL	Normal	
Absorb	34	Grass	
Slash	39	Normal	
Leer	44	Normal	
Kabuto			



141	KABUTOPS	TYPE 1: Rock	TYPE 2: Water
ABILITIES			
Scratch	ALL	Normal	Hydro Pump 53
Harden	ALL	Normal	
Absorb	ALL	Grass	
Slash	ALL	Normal	
Leer	46	Normal	
Kabuto			



142	AERODACTYL	TYPE 1: Rock	TYPE 2: Flying
ABILITIES			
Wing Attack	ALL	Flying	Hyper Beam 54
Agility	ALL	Psychic	
Supersonic	33	Normal	
Bite	38	Normal	
Take Down	45	Normal	
Aerodactyl			



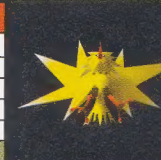
143	SNORLAX	TYPE 1: Normal	TYPE 2:
ABILITIES			
Head Butt	ALL	Normal	Double Edge 48
Amnesia	ALL	Psychic	Hyper Beam 56
Rest	ALL	Psychic	
Body Slam	35	Normal	
Harden	41	Normal	
Snorlax			



144	ARTIKUNO	TYPE 1: Ice	TYPE 2: Flying
ABILITIES			
Peck	ALL	Flying	
Ice Beam	ALL	Ice	
Blizzard	51	Ice	
Agility	55	Psychic	
Mist	60	Ice	
Artikuno			



145	ZAPDOS	TYPE 1: Electric	TYPE 2: Flying
ABILITIES			
Thunder Shock	ALL	Electric	
Drill Peck	ALL	Flying	
Thunder	51	Electric	
Agility	55	Psychic	
Light Screen	60	Psychic	
Zapdos			



146	MOLTRES	TYPE 1: Fire	TYPE 2: Flying
ABILITIES			
Peck	ALL	Flying	
Fire Spin	ALL	Fire	
Leer	51	Normal	
Agility	55	Psychic	
Sky Attack	60	Flying	
Moltres			



147	DRATINI	TYPE 1: Dragon	TYPE 2:
ABILITIES			
Wrap	ALL	Normal	Dragon Rage 40
Leer	ALL	Normal	Hyper Beam 50
Thunder Wave	ALL	Electric	
Agility	20	Psychic	
Slam	30	Normal	
Dratini			



148	DRAGONAIR	TYPE 1: Dragon	TYPE 2:
ABILITIES			
Wrap	ALL	Normal	Dragon Rage 45
Leer	ALL	Normal	Hyper Beam 55
Thunder Wave	ALL	Electric	
Agility	ALL	Psychic	
Slam	35	Normal	
Dratini			



149	DRAGONITE	TYPE 1: Dragon	TYPE 2: Flying
ABILITIES			
Wrap	ALL	Normal	Dragon Rage
Leer	ALL	Normal	Hyper Beam 60
Thunder Wave	ALL	Electric	
Agility	ALL	Psychic	
Slam	ALL	Normal	
Dratini			



150	MEWTWO	TYPE 1: Psychic	TYPE 2:
ABILITIES			
Confusion	ALL	Psychic	Recover
Disable	ALL	Normal	Mist 75
Swift	ALL	Normal	Amnesia 81
Barrier	ALL	Psychic	
Psychic	ALL	Psychic	
Mewtwo			



151	MEW	TYPE 1: Psychic	TYPE 2:
ABILITIES			
Pound	ALL	Normal	
Transform	10	Normal	
Mega Punch	20	Normal	
Metronome	30	Normal	
Psychic	40	Psychic	
Mew			



The fun doesn't stop after you've caught all 151 Pokémon. A hundred new ones are on their way in Pokémon Gold & Silver!

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Special Thanks to:
Natty @ Network Video, Vicky and Krishna @
Write on Time, Our Special Friend @ NOA, Tim
and Adam @ Future Publishing, Richie, Hans,
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100% Unofficial Pokémon Trainer's Guide is produced
by Imagine Media Inc., 150 North Hill Drive, Brisbane,
CA 94005, USA. Imagine Media also publishes PC
Gamer, Next Generation, MacAddict, MaximumPC, PC
Accelerator, PSM, Business 2.0, the Official Sega
Dreamcast Magazine, and Games Business. Entire con-
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& PSM: 100% Independent PlayStation Magazine)

Imagine Business and Computing Division
President • Steve Elzy

(Business 2.0, MacAddict, Maximum PC)

Imagine Media is aimed at people who have a passion.
A passion for games. For business. For computers. For
Pokémon. These are passions we share. Our goal is to
feed your passion with the greatest magazines, web
sites, and CD-ROMS imaginable. We love to innovate,
we love to have fun, and we have a cast-iron rule always
to deliver spectacular editorial value. That means doing
whatever it takes to give you the information you need.
With any luck, we'll even make you smile sometimes...
Thanks for joining us.

I'M OUTTA HERE

Wow! That was a lot of cool and exciting stuff.
Pokémon's great and it's just getting better. The
trading card game is a blast and more expansion
packs are on the way! *Pokémon Trading Card*
promises to bring that thrill to the Game Boy,
while *Pokémon Stadium* brings the battles to
your N64. For the couch potatoes, the shows and
movies just keep on coming. The airwaves are
filled with Ash and friends and their exciting
tales of collecting and battling Pokémon. And if
that wasn't enough, *Pokémon Gold* and *Silver* will
bring 100 new pocket monsters to catch and train.
So, if you think you've caught 'em all, think again!
Pokémon rocks and will continue to roll!

